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NUMBER 84

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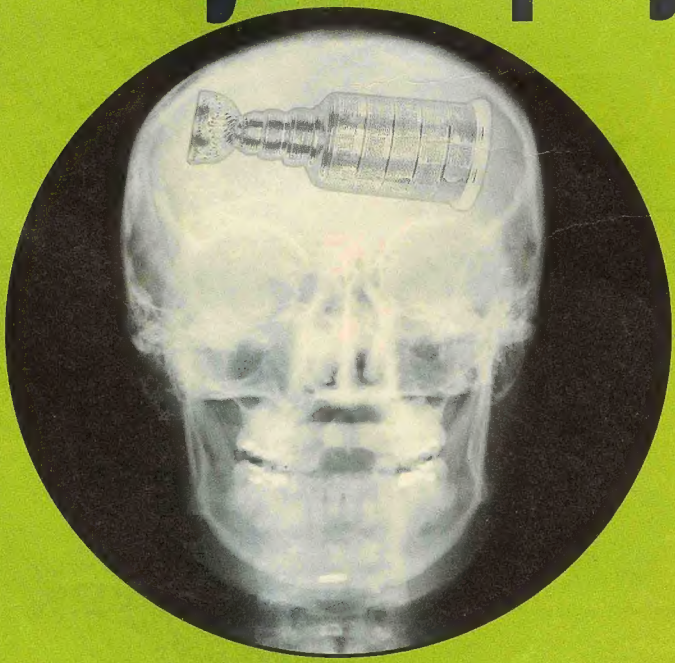
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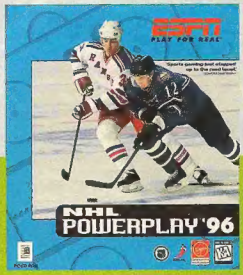
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ELECTRONIC GAMING MONTHLY

By **Ed Semrad**

For the second year in a row, the Electronic Entertainment Expo (E^3) proved to be the most important event in the world for the video game industry.

We've heard reports that there were anywhere from 1,000 to 1,700 games and products on display at the recently held E^3 video game trade show. No matter what the number, it was a lot. So many that if you combine all of the new games shown at all of the other gaming trade shows in the world held in the past year, you wouldn't reach the amount of games shown here. I've been to them all, and nothing even came close to E^3.

But it is a game show, and everybody who attended didn't walk away disappointed. Nintendo wowed the world with playable N64 versions of Mario, Pilotwings, Killer Instinct and more. And judging from the constantly long lines of people waiting to play Mario, the suits at Nintendo have to be very pleased with what they saw. Mario 64 was in our opinion the game of the show. The downside to this spectacular product was the announcement that there will not be enough N64 systems to go around this year. We've heard numbers of only about 500,000 systems coming to the U.S., so if you want one, don't wait too long to get your order in.

On the Sega front, the $199 price (effective immediately) will really be a shot in the arm for the Saturn. Couple that with perhaps its best lineup of games in years, led by NiGHTS, Bug Too! and



Ed gets a hands-on demo of the moves in Konami's new fighter, Kumite.

nearly perfect conversions of current arcade hits like Virtua Cop 2, Manx TT and Fighting Vipers, and it's easy to see that Sega is back.

Sony, on the other hand, isn't going to let the competition try to catch up. Sony officials started the $199 price war, and with great games like Tekken 2, Crash Bandicoot, Twisted Metal 2 and more than 100 other hot new titles, they hope to put even more distance between number one and number two. Needless to say, we the gamers will finally be able to reap the benefits of this price, system and game war. I can't wait until Christmas.

Games aside, there is one other point that should be brought up. Astute readers will already have noticed the change in our masthead. Sendai Publishing has just been acquired by Ziff-Davis Publishing [a division of Soft Bank]. That was our big news at E^3.

How does this affect the magazine? Fortunately it is a win/win situation. All of the staff are still here and the mag still looks the same, but with the additional massive resources of Ziff, you can expect to see some really big improvements in the coming months. I can't talk about them quite yet, but stay tuned! ■

NUMBER 9.7 JULY 1996

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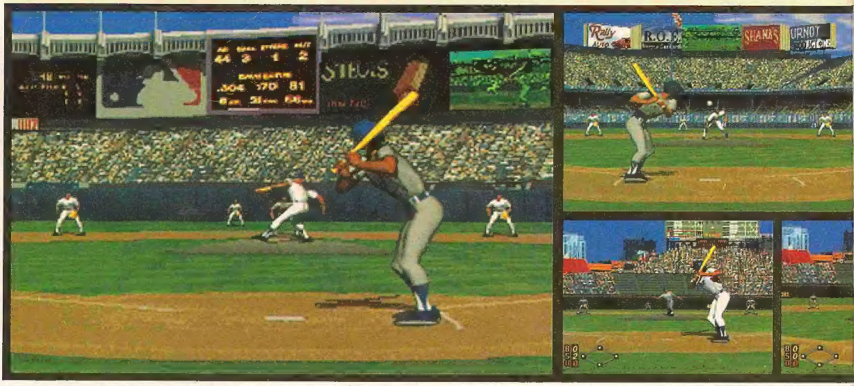
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PlayStation







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USE THE FORCE IN THIS ISSUE TO EXPLORE THE MANY NEW STAR WARS ADVENTURES ON THE HORIZON. THE SAGA BEGINS ON PAGE 50!

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WIN BIG!

YOU WANT THE GOODS? Don't miss your chance to ENTER THESE GREAT CONTESTS... Win big money from Working Designs or a Track and Field arcade game from Konami in these great contests on pages 80 and 81!

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FEATURES



SEGA SATURN RIDES THE ONLINE WAVE OF GAMING

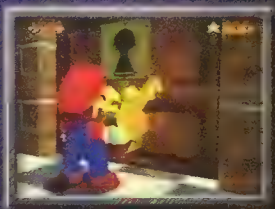
Imagine playing your favorite Saturn game on the Internet through your TV! In this issue's Press Start section, Sega's announcement of melding their next-gen system with the Internet will leave you awestruck. The Sega Saturn Net Link offers many options like networked gaming, online chats and electronic mail.

"...brings the burgeoning cyberworld into the family room."

E³ COVERAGE CONTINUES WITH LATEST GAMING INFO!

The fun doesn't stop here at *EGM* and neither does the coverage of E³! In this 24-page blowout of what (and who) was hot at the show, check out the info on Nintendo, Sega, Sony and the rest of the "gang." Also find out what incredible games will be released this holiday season and into 1997!

"...Mario 64 had to be the best game at the show this year."



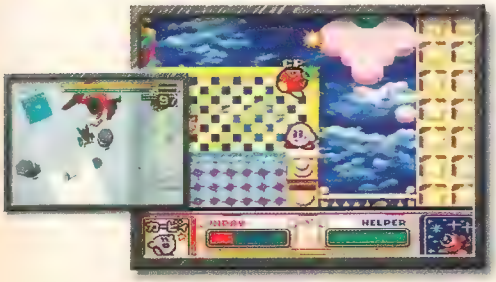


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"...gamers will see the impact of their blows on their opponents..."

FACT FILES



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Kirby is what he eats.

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How much trouble can Bugs get into?!?

88 SATURN
Golden Axe strikes back even harder!

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Battle for appendages in Robo Pit.


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PRESS START



BACK

U.S. Debut of N64 Proves Mario Can Still Dish It Out

If the next-generation video game market operated like a star-studded Hollywood fete, the Nintendo 64 would easily have played the role of a wildly popular, slightly eccentric movie celebrity.

Imagine: It's one hour into the glamour party, and the most eagerly awaited guest has yet to show up. The Nintendo 64's agent says his star needs more time to "get all dolled up" for the paparazzi and partygoers. The guests in attendance wait patiently at the door.

Several hours later, guests begin to worry. Being fashionably late—even for a superstar—has its limits. Because of the Nintendo 64's absence, other celebrities like Sony and Sega soak up the limelight.

Now it's 3 a.m., and those gamer guests who partied hard with Sony and Sega are now passed out, punch drunk and hung over on 32-Bit gaming.

It's right at that moment when a huge stretch limo pulls up to the party site. And out walks Mr. N64, who turns to those guests still awake and says: "Who's ready to party with me?"

$199 ARE YOU OUT OF YOUR MIND?

Sony, Sega System Prices Plunge in Bid for Best Deal

How low can they go? Sega and Sony have lowered the limbo bar as their respective 32-Bit core systems dropped to $199 in May.

Apparently, Sega got the ball rolling when it announced plans earlier this year to market a new-look version of the Saturn system in Japan for $199. Shortly afterward, Sega shaved the price of its U.S. system to $249.

Instead of matching that price, Sony in May opted to undercut that price by an additional $50 at the Electronic Entertainment Expo—a surprise announcement made by Sony Computer Entertainment America Executive Vice President Jim Whims at a roundtable discussion that included Howard Lincoln, chairman of Nintendo of America, and Sega of America President Tom Kalinske. In a statement, Whims said $199 stands as the "magic price point" to bring the PlayStation to the mass market.

Whims' statement didn't go unnoticed by Sega, which immediately countered with a $199 price tag of its own, placing signs around its Expo booth announcing the decision.

As of press time, Nintendo had no plans of changing the Nintendo 64's $249 price tag. ■

Price Drops

$399*
$299
$199

Core system prices (system plus controller) have stayed even between Saturn (SS) and Sony (PS).
*Note: $399 Saturn price reflects system with game. $299 and lower prices are for core pack.





Will this be the most eagerly sought box in gaming history? Nintendo, with its $54 million marketing plan, certainly hopes so.

IN THE SWING

so who's partying?

Nintendo found out exactly how much a party animal its 64-Bit system was during its first major U.S. appearance last May at the Electronic Entertainment Expo in Los Angeles, as thousands of gamers, developers and media got their first hands-on test of the system and games.

"It's certainly no secret this E³ show is a big show for Nintendo," said company Chairman Howard Lincoln. "It's show-and-tell time."

So did the N64 go boom or bust? While Nintendo's huge, lavish booth served as a wake-up call for E³ attendees, its graphics lacked enough punch to make 32-Bit gaming yesterday's celebrity news.

Naughty Dog's David Baggett was one of many boothgoers who tried to play all the games available.

"I think it certainly competes well with the other machines in that category, but I'm not sure it's a quantum leap," said Baggett, one of the key players in the development of Sony's Crash Bandicoot game.

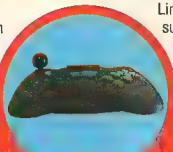
Those comments were echoed by show attendee James Romeo. "To be honest, it doesn't really blow PlayStation away" from a pure graphics standpoint, said Romeo, a PR manager for Columbia House. "It doesn't seem like head and shoulders above the rest of this stuff at this point. I was expecting a little more at this point, I guess."

software sells

Certainly, expectations for the Nintendo 64 ran high for its U.S. debut, but Nintendo made the most of the show by showing off N64 games on a huge wide-screen projection and shuttling guests through a one-way tour that forced boothgoers to see all the playable games. Hands down, Super Mario 64 proved the runaway favorite.

"It's interesting to me coming from a development team that did a 3-D game also," Baggett said. "We all have similar goals for these products; we wanted to take classic 2-D gameplay into the third dimension ..The Mario game is more of an explanation game, and in that respect it succeeds admirably. I had a lot of fun playing it."

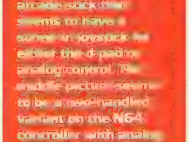
"The 3-D perspectives are really *really* incredible," added Romeo.



More N64 Controllers



Nintendo recently showed people pics of three N64 controllers being developed by the company. The top picture is an arcade-stick controller, which seems to have a screen in it—possibly for either third-party analog control. The middle picture seems to be a wand-handled variant on the N64 controller with analog adjustment switches. Believe it, a standard controller. Duuuh.



Lincoln isn't afraid to link Mario's success in part to the N64's analog controller, which elicited user responses from "cool" to "interesting."

"Looking at it in magazines I was kind of negative toward" the controller, said Ahmad Muhammad Ali of California-based Radical Video

> "I think (the Nintendo 64) certainly competes well with the other machines...but I'm not sure it's a quantum leap."
> David Baggett

games. "But I did like it once I got it in my hand. It's very responsive. Pretty accurate, too."

Another title that wowed crowds was Star Wars: Shadows of the Empire—a game that begins with an intro seemingly copied straight from a Star Wars movie intro. Other playable previews included Pilotwings 64, Killer Instinct 64, Wave Race 64, Cruis'n USA and Blast Corps.

"Mario's impressive, the LucasArts thing's really impressive," Romeo said. "Based on those two things, it (the system) will have legs. Mario is a franchise…people can't get enough of Mario, so I think that will help them a lot."

What won't help Nintendo is the relatively small library of N64 games—small relative to the hundreds of games for the 32-Bit systems. For the N64, it will have

(Continued on Page 16)

PRESS START

TIDBITS

Could **Interplay** be coming soon to a theater near you? Well, sort of. The video game publisher that brought out Descent and Loaded for the **Sony** PlayStation has set its sights on a new field: film and TV. The video game publisher has teamed up with another film/TV company to form **Interplay Pictures**, a new division that will produce new movies and TV shows. In addition to producing programs based on the company's popular games, the division will look into wholly original projects. No specific projects have yet been announced, a company spokesperson said.

From the "It's About Time" department: The **3DO** Co. has turned a profit for the first time ever, with a net income of $1.2 million from the first three months of this year. Much of that profit stems from revenues linked to the sale of M2 technology to Matsushita and other licensees.

What happens when you merge a **Domark** with a **U.S. Gold**? You get an **Eidos Interactive**. The latter is the new name of the company that will publish games formerly published by **U.S. Gold** and **Domark**. Both companies will continue to work on current projects for 32-Bit systems.

FYI: Future **Sony** PlayStation titles will be sold in regular music CD jewel boxes, rather than the current large-sized cardboard boxes.

PRESS START

BACK IN THE SWING

(Continued from Page 15)

just seven titles at launch: Mario, Star Wars, Wave Race, Body Harvest, Tetrisphear, Cruis'n USA and Pilotwings. At least six other Nintendo titles, including Super Mario Kart R, KI, Blast Corps, GoldenEye 007, Buggie Boogie and Ken Griffey Jr. Baseball, should hit stores by year's end.

The initial launch lineup may appear small, but Lincoln promised 50 more games were in development. Add to that Nintendo's focus on quality, not quantity, given the company's short list of developers.

When it comes to rendering a "3-D environment on the fly, only a very few" developers can do it successfully, Lincoln said. "Our goal with the N64 is to create the best games, not the most games."

N64 Facts

- At $249, the system will come with one controller, AC power cord and stereo AV cable—no game.
- Nintendo hopes for 20-25 titles by the end of 1996.
- Retail price for games is $50-$80. However, Nintendo's game pricing list shows all at $70 except three. TetrisPhear will sell for $50 while Killer Instinct and the Star Wars game sell for $80.



Baggett concurred: "Nintendo has always made its focus the games, and the games (shown at E³) are certainly fine games. That's what really matters."

loose ends

Nintendo also answered some questions about the N64-related peripherals and issues.

While the system will come with one gray controller, additional controllers will sell for $30 in five shades: black, yellow, red, blue and green. 256K memory packs for game-save data will sell for $9.95 each.

One major hole in the N64 picture remains the DD64 disk drive add-on. Nintendo officials stated it was not fully finished, and therefore unavailable for E³. Its official debut, according to Nintendo, will be at this fall's Shoshinkai show.

Lincoln also remained vague regarding an exact date for the European launch of the N64, revealing only that it'll happen in "late fall."

what's in store

Make no mistake, Nintendo is putting all its might behind the U.S. N64 launch on Sept. 30. In the U.S., Nintendo aims to sell 1 million systems and 3 million games between Sept. 30 and next March—along with a 42 percent share of the market, according to Nintendo's figures (with 31 percent for Sega and 24 for Sony) assuming the launch goes as planned.

To reach those lofty goals, Nintendo will pull out all the stops to reach those sales goals, backed by a $54 million marketing war chest. "This is a marketer's dream," said Peter Main, Nintendo of America's executive vice president of sales and marketing.



Nintendo plans to market N64 controllers in six colors. Each one will sell for $30.

But the question that awaits an answer is whether the N64 will be a gamer's dream come true. On that front, gamers remain wary at this point.

"Well, I think it's been delayed so much, people are skeptical," Ali said. The delays have "kind of taken the air out of it, but I think that as long as it gets here, it'll be fine...They have great designers—they know how to make games. I don't think there's any problem there.

"It's just, I think, we're getting tired of waiting." ■

The E³ Ad

"With all the talk about bits and bytes and CD this and PC that, you'd think the key to this business was having the newest technology or the fastest whatchamacallit." This quote from the ad at left downplays the Nintendo 64's horsepower in favor of fun gaming. The cornball "Focused on Fun" slogan reflects Nintendo's bid to focus on game quality, not quantity.

> "Our goal with the N64 is to create the best games, not the most games."
>
> Nintendo of America Chairman Howard Lincoln



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SEGA SATURN

PlayStation

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SEGA'S NEW ANALOG PAD FLYING HIGH

S



Underneath the pad an



The 28.8 bps modem plugs into the cartridge slot, while the browser program exists on a CD. A separately sold adapter will let gamers hook up PC peripherals such as a mouse or keyboard. (FYI—Also shown is the new Saturn system.)

SURF'S UP

Internet Access, Network Games Hit Saturn—For Less Than $400

Sega has finally revealed the nuts and bolts behind an eagerly awaited peripheral that may very well revolutionize the face of console gaming: the Net Link, a 28.8 bps modem that gives the Saturn Web browsing, e-mail, online chat and networked play capabilities with upcoming Saturn titles.

The black modem, which plugs into the Saturn's cartridge slot, will sell for just under $200. According to Sega, that price will include a Web browser program and a free month of access with Sega's preferred Internet provider. (Users can also choose to use their current Internet providers instead.) With a $400 price tag, it undercuts higher-priced Internet access machines like Bandai's Pippin @World system.

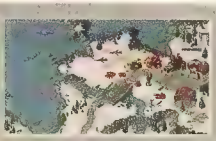
But with lower costs come technological limits inherent with the Saturn. A major hamper is the lack of memory and data storage space aside from the modem's static RAM, which will store only account information and Web site bookmarks. Of the Saturn's 2 MB of RAM, only 500 KB is available for downloading images—the small size prohibits the downloading of sounds and movie clips. It is also impossible to save e-mail messages, image files or a cache of previously downloaded Web pages. (Astute Saturn owners may notice floppy and hard-drive peripherals listed in the owner's manual; when pressed, a Sega official said such add-ons are possible, but plans are far from definite.) Another technological challenge stems from getting a high-res PC-formatted Web page onto a low-res TV screen. One Web browser developed for the Saturn, called Planet Web, meets the challenge. First off, the HTML 2.0 browser antialiases text and graphics, giving the pages a smoother look.

In an early preview of that browser, surfers could quickly scroll the page in any direction, a plus because most Web pages don't fit on TVs. In addition, the toolbar and info boxes are translucent on screen, freeing up more on-screen space for graphics and text. (A different Web browser from Aplix Corp. can download Kanji fonts, making it more suitable for the Japanese market.)

The Net Link makes the Saturn the first-ever 32-Bit system to feature networked multiplayer gaming (see sidebar). To support the Net Link, Sega will sell a plug-in adapter for a PC keyboard and/or mouse. In the future, Sega may market its own keyboard and mouse peripherals for the Net Link modem. ■



Planet Web is one proposed browser app for the Net Link. A Planet Web rep, left, shows off the modem's power at E³.



The Games

Only one Net Link-compatible game has been announced by Sega thus far: the puzzle game Baku Baku. However, Sega promises five titles will be available at launch. Also, five third parties—Accolade, Interplay, GT Interactive, Virgin and Westwood Studios—plan to have 10 titles total by Christmas.

Representatives from Sega and the five publishers remain hush-hush about other Net Link-compatible games in the works. Still, the Saturn has several upcoming linkworthy titles: Likely candidates are Westwood's Command and Conquer (above) and GT Interactive's Duke Nukem 3D and Doom. All three Saturn titles offered network play in their PC formats and hit stores this fall—roughly the same time the Net Link ships.

MAJOR LEAGUE BASEBALL PLAYERS

KONAMI XXL SPORTS SERIES

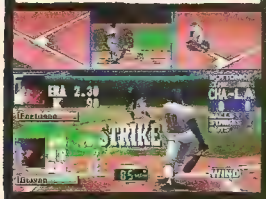
IT'S A WHOLE NEW BALLGAME IN THE BOTTOM OF THE 9TH.

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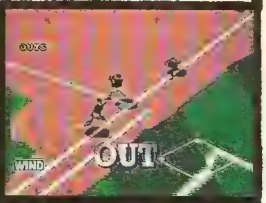
TRADES

FULL SEASON AND PLAYOFF MODES

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"PLAY-BY-PLAY" ANNOUNCER

PLAYER STATS





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Better wear gloves for this one. Junior's back with Ken Griffey Jr.'s Winning Run™* baseball.

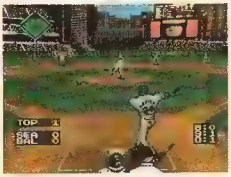
There's bone-crunching wall crashes, super-human slides, turf-eating dive 'n' grabs (without those unsightly grass stains). Plus, there's a trading feature and new 3-D rendered ACM graphics. All served up with Ken's real-life swing (digitized for your protection).

Looks like another big hit from Ken Griffey Jr.

It's as close as you can get to being Ken without having to deal with The Mariner Moose.



Here's your chance to break more than a few records.



Real stadiums, real uniforms and the real Ken Griffey Jr. (hope that shortstop's wearing the proper protective equipment).

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REVIEW CREW

THE REVIEW CREW



SHAWN
SMITH

CURRENT FAVORITES:
Fade To Black
Spider
Kirby's Blockball

Shawn has been here for a while doing odd jobs (mainly lunchroom cleanup). He has been a gamer since way back in the 2600 days. Still is...always will be.



DAN
HSU

CURRENT FAVORITES:
Grid Runner
VR Soccer
Tetris Attack

As soon as Hsu (pronounced "Shoe") started hitting his stride at *EGM*, he ran off and got hitched—or so he claims. We suspect the E^3 rush scared him off.



CRISPIN
BOYER

CURRENT FAVORITES:
Grid Runner
Die Hard Trilogy
Intl. Track and Field

Cris is a former newspaper reporter who was really into video games. Now he's an *EGM* editor who's...well, still into video games—especially RPGs.



SUSHI X

CURRENT FAVORITES:
SF Alpha 2
War Gods
Tekken 2

With so many new titles coming, Sushi is getting a little anxious. Will the fighting games for the N64 allow for new fighting techniques? Only time will tell.

The Review Crew rates each game in several categories: visuals, sound, ingenuity and replay value. The averages of the four members' scores are listed at the bottom of the reviews. These averages are independent of the overall scores, which are displayed behind each review and are based on how the games compare to other similar titles on the same system.

THE RATING SCALE:

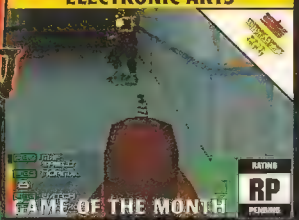
10-Perfection	5-Average
9-Virtually flawless	4-Rent first
8-Splendid	3-Time-waster
7-Worthy	2-Don't even rent
6-Good, not great	1-Flush it

Shawn
Dan
Crispin
Sushi X

PLAYSTATION

FADE TO BLACK

ELECTRONIC ARTS



CATEGORY: ACTION/ADVENTURE
BACK-UP: MEMORY CARD
BEST FEATURE: TIGHT CONTROL
WORST FEATURE: GRAINY GRAPHICS
ALSO TRY: RESIDENT EVIL

A good story line is always a plus when it comes to action/adventure titles. That's why Fade to Black is so cool. Taking off where Flashback left off, FTB changes into a 3-D world in an awesome way. Right from the start of the game, this one is amazing. The graphics are super sharp. Plus, the animation is great when you run, jump, draw a gun or whatever. The game has just the right amount of action and adventure. All of this combined almost makes the ultimate game for me. I love the fact that you have to use your head to figure out a puzzle in between using your gun to blow away gooey enemies. It's a definite winner.

It takes me a while to get into another 3-D Doomish sort of game, but Fade to Black has showed me that I should look into the game further before I pass judgement. At first glance, one might think that this is just an excuse to use good graphics. After finding out that it's the sequel to Flashback and is so much more than a mindless action game, one's opinion will change. The graphics are great even though they look kind of polygonal and grainy. It's almost like video on the 3DO. The sound is perfect with effects and voice-overs. This one is perfect for those who liked Resident Evil but want a sci-fi theme instead of horror.

This first-rate sequel to Flashback doesn't pack as much action as the original, but then it's not supposed to. FTB is a 3-D maze game, not a side-scrolling adventure, and as such, it's a little more paced. That doesn't mean FTB is easy. Just like Flashback, the game is full of traps and other hazards you have to avoid with your leaping and running skills. I only wish the traps were a little more forgiving—one hit from most of them and you're dead. It's a good thing the game controls so well. Jumping and aiming your gun become second nature after a little practice. The third-person perspective works well, too.

Being a veteran of OOTW and Flashback, I was expecting a totally different game for the third release of the ongoing series. Instead, what I found was an imaginative game that combines first-person action with a new alternating view system. The large stages that still incorporate the different plot elements such as weaponry and health items keep the original thrill while allowing the players to enjoy much more fight-by-the-seat-of-their-pants action in First-person Mode. This title is really good, but fans of the first two releases should be forewarned not to expect the same old play. Everything has changed for the better.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
9.0	8.0	8.5	7.5

GENESIS

ARCADE CLASSICS

SEGA OF AMERICA



CATEGORY: COMPILATION
BACK-UP: NONE
BEST FEATURE: NOSTALGIA VALUE
WORST FEATURE: TOO FEW GAMES
ALSO TRY: ANY OTHER COMPIL.

It's one thing to do a remake but it's another thing to do a remake and do it justice. Am I supposed to believe that the Genesis doesn't have enough power to play Missile Command? At least Pong plays well. The enhanced versions are annoying at best. The backgrounds on Centipede are busy. The "enhanced" Pong is not that at all. Missile Command is like controlling a slug. The graphics are primitive—but then that's the nature of these games. If they came out with an arcade compilation that had five more games (original versions), and enhanced versions that were actually enhanced, Arcade Classics might be worth it.

This cart brought back a flood of bad memories of my little fingers getting caught in the roller ball of Missile Command and Centipede. The compilation was fun to play for about 15 minutes. Nostalgia is nice, but the archaic graphics and simplistic gameplay will remind you to appreciate your 16-Bit Genesis more. The games are identical to their original counterparts, but without the benefit of paddles and roller ball controllers, you lose out on your response time, making the game slightly harder. With other companies compiling six or more classics in one game, why settle for just three? Don't buy it unless you *loved* the originals.

Only three games? C'mon Sega, you can give us a better compilation than this. Sure, AC perfectly duplicates Ultra Pong, Missile Command and Centipede, but is this really a major feat? Gamers crave more than just three straightforward conversions of ancient stand-ups. A few more games (where's Millipede?) are needed to bump up this cart's score. The option to play enhanced versions of the classic trio is a neat idea. Too bad the enhancements, which add only minor touch-ups to the games' graphics and sound, do little to extend the life of these arcade dinosaurs. This compilation is for nostalgia-starved gamers only.

First Namco and then Williams. Now Sega (feeling lost without having their own compilation) brings out their idea of what arcade classics should be. However, of all the classics out there, this one should have been long forgotten on purpose. The three games in the title (Pong, Missile Command and Centipede) are old, but in my book not classic fun. Without the paddle or roller ball, they are nothing more than three moldy classics that should have been allowed to go the way of the dodo. In a couple of months, I feel Sega will shoot themselves in the foot for releasing something as dry as this title. Avoid this one at all costs.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
3.0	3.0	3.0	4.5


TOP GUN
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You're Maverick and you're all your orders, Commander. Hondo on your back and MiGs on your tail. Strap fuel up. bark is nothing... bite
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SATURN

SHINING WISDOM

WORKING DESIGNS



CATEGORY: RPG
BACK-UP: MEMORY CART
BEST FEATURE: HUGE WORLD
WORST FEATURE: UNORIGINALITY
ALSO TRY: VIRTUAL HYDLIDE

Shawn

The humor in the Working Design games can be funny, but it can also be annoying sometimes. Generally, I'm not a huge fan of RPGs, but to openly rip on another RPG is pretty low. The game itself is pretty average. The enemies aren't spectacular, and the characters have a weird, dark shadow around them. The graphics are rendered, so they're sharp-looking. Plus, it's a big game, so you'll have plenty of exploring to do. I wasn't very impressed by Shining Wisdom but it is a decent game. Probably one to borrow from a friend or buy if you're a huge fan of Working Designs' games.

Dan

I haven't seen anything new in a while in the RPG world, and Shining Wisdom keeps up the status quo. Besides having a nice color palette, this game looks like it belongs on a 16-Bit system. Some of the conversations in the game are really wordy and useless. At points, I stopped talking to people just to avoid scrolling through the text. I also prefer turn-based combat versus this Zelda-style of live combat, but that's just a personal preference. The quest is linear, you access every place in a certain order. Plenty of secrets are hidden about the large maps, but besides that, there's not much to excite an RPG enthusiast.

Crispin

The misnamed Shining Wisdom doesn't really shine. Besides boasting a pretty palette, this game offers nothing that tags it as a next-generation RPG. Even its music is lame and repetitive. Most of what you'll see during SW's lengthy-but-linear quest has been nabbed from past 16-Bit RPGs, especially Zelda's SNES adventure. The game's only hint of originality is that it doesn't take itself seriously; the characters you encounter talk more like '90s mall rats than medieval peasants and soldiers. They even make crack remarks about other RPGs. Considering the lackluster quality of this generic title, they have a lot of nerve.

Sushi X

Shining Wisdom is exactly what I was expecting from a title like this. It does admittingly have that classic video game "kiddie" feel to the characters and enemies, but it seems to work well. Movement is in real-time, similar to Secret of Evermore as is the combat system. The control of the character is sloppier than expected but still gets the job done. SW is a fair next-generation title that may have impressed many gamers a year or so ago and if it was packed into a cart. But with the new technology out there, this one should have been a lot better than what it is. Shining Wisdom is altogether good, but not impressive.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6.5	5.0	4.0	4.0

SATURN

SHELLSHOCK

U.S. GOLD



CATEGORY: TANK COMBAT
BACK-UP: MEMORY CART
BEST FEATURE: WEAPON UPGRADES
WORST FEATURE: SLOW GAMEPLAY
ALSO TRY: O.W. INTERCEPTOR

Shawn

I like Shellshock. It's not the best game in the world, but it is fun. Simple and destructive. That's what makes this one good. You drive around and blow up dozens upon dozens of other tanks. With each level you gain money, upgrade armor and weapons and go on to the next mission to blow up more tanks. It sounds silly, but it's fun for what it is. The urban motif is kind of stereotypical, but it does add a funkiness not found in most games. The music is very hip-hop-ish which goes along nicely with the cinemas. Overall, if you're looking for a quick fix for your destruction addiction, Shellshock is a good choice.

Dan

Two things about Shellshock keep it from rating very high. The first is the slow pace of the "action." These kinds of games don't do much for me because the tanks' slow plodding usually kills any excitement. Second, the game over-stereotypes the inner-city culture to the point where the game becomes laughable, since Shellshock is trying to use it seriously. The cinematic sequences and music are very cool, especially the death scene. I like the ability to upgrade your tank and to destroy just about everything. Just make sure you are not close to leaving the play area; the game is very unforgiving in its boundaries.

Crispin

Shellshock is neither a tank simulator nor a game of combat strategy. It's simply a decent action game in which you drive around in your multiton tank and fire its very big gun at bad guys. Shellshock would almost be Doom on treads if there were more enemies for you to chase down city streets or across the countryside. Instead of constant tank-busting action, though, Shellshock delivers slow gameplay and monotonous levels. The world outside your tank, though detailed, is also flat and often dull. And the levels aren't very large, either; it's too easy to stray out of a stage's boundaries and end your game early.

Sushi X

I must admit I really like the gameplay in Shellshock. Although it doesn't seem to change much throughout the different missions, it is still challenging and offers a lot of simplistic fun. It's the interaction with your comrades that pushes this one into the depths of poorly designed video game hell for me. I commend U.S. Gold for trying something new, but I feel the inner-city touch tends to irritate players more than entertain. I'm sorry, but I just can't get over a group of guys attempting to save the world who sound and come across as being ex-cons themselves. This one should have been thought out better before release.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6.0	7.0	6.5	6.5

SATURN

WIPEOUT

SEGA OF AMERICA



CATEGORY: RACING
BACK-UP: MEMORY CART
BEST FEATURE: GRAPHICS
WORST FEATURE: DIFFICULTY
ALSO TRY: SEGA RALLY

Shawn

There have been a lot of these futuristic racing titles out in the past for all the systems. On the Saturn there have been a couple. Wipeout has always impressed me. I dig the fast racing with ramps and sharp turns. The weapons are a great touch. There's nothing like blowing away an enemy going a couple hundred miles per hour! The control is floaty, but that fits this type of game. The graphics are great, although I wish they would draw a little faster. Backgrounds just kind of pop up out of nowhere. The soundtrack is great. It's perfect music for a racing game. There's a great variety of tracks to check out. I can't wait for Wipeout 2!

Dan

This is the type of game you'd expect from a next-gen system. The tracks scroll along very smoothly. The jumps are realistic enough to make you hold your breath. The backgrounds add to the futuristic feel of the whole game. When looking at it from a racing game standpoint, however, Wipeout does not fare so well. The handling of your vehicle is very loose, making it very difficult to navigate the sharp turns. You hardly see opponents on the screen, so weapons are really just a novelty. Not seeing enemies also causes Wipeout to lose the competitive racing sensation. Your tradeoff: pretty graphics over fun gameplay.

Crispin

Although Wipeout won't replace Sega Rally as my favorite Saturn racing game, it does cross the finish line in close second place. (It definitely blows the doors off Daytona USA.) The game's large selection of twisting tracks and race classes will keep players behind the controls of their weapon-laden antigravity racers for a long time. Wipeout's gorgeous graphics ensure a scenic ride, too. But be prepared to look at the same scenery for a while; this is not an easy game. In later levels, even a single, speed-sapping bump against a track's guard rails is enough to keep you from reaching a successful finish to your race.

Sushi X

Wipeout on the Saturn proves itself to be worthy competition for other first-person racing games. The smoothness of the scrolling combined with the vibrant colors in all the tracks visually astound the player as they push their piloting skills to a new level. The control at first came across as being a little sloppy and loose, but does fit the nature of the hovering craft. Above all the other challenging points to this title, the one that pulled me into the intensity of the game is the challenge found in every track, forcing you to race perfect just to get to the next stage. Old F-Zero fans race to the store and don't miss out.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
8.0	8.0	7.5	7.0



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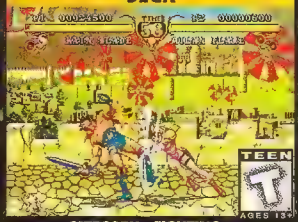
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SATURN

GOLDEN AXE
THE DUEL

SEGA



CATEGORY: FIGHTING
BACK-UP: NONE
BEST FEATURE: MAGIC ATTACKS
WORST FEATURE: UNORIGINAL
ALSO TRY: SF ALPHA

Shawn

There has been a load of fighters out lately! I'm happy to say that Golden Axe: The Duel does stand out from the rest. It's not game of the year, but it's a good fighter. I liked the Golden Axe world back in the days of the Genesis and to have it converted into a fighting game is a beautiful thing. The characters look great and so do the backgrounds. The sound is average in all aspects. I like the little dwarves running around. The potion upgrades are a nice feature. They even have the weird chicken creature. The moves are pretty standard, but the magic attacks are awesome. I was leery at first but now I'm happy that The Duel is here.

Dan

As a fan of every Golden Axe game, I was eager with anticipation for a Street Fighter-type version. Had this game come out a couple of years ago, I would've been pleased. Now, the 2-D low-frame animation doesn't quite cut it. GA:TD looks and plays a lot like Samurai Shodown with the scaling and weapon effects. The best part about the game is hitting the little imps up for their food and potions. Once you've gathered enough magic, you can do some pretty impressive-looking, full-screen special attacks. On the flip side, each character needs more special attacks. Some warriors only had three to four special moves!

Crispin

The Duel doesn't offer much to separate it from the oodles of other 2-D fighters out right now. Yes, you can play as a few of the characters from the Golden Axe games, and, yes, you can gather magic from the gnomes to unleash some spectacular, screen-filling attacks. But there's little else in this game to tie it in with the Golden Axe series. Even the magic attacks of the three main heroes are different from what they were in the original games. As it stands, the Duel is just another fighter with the moves of Street Fighter II and the look of Samurai Shodown. That doesn't mean it's a bad game—it's just more of the same.

Sushi X

Originally scheduled to be an arcade game, it never seemed to appear. Rumors and expectations were running high for a game that was based on one of the best side-scrolling series (arcade and home). Unfortunately this series should have stayed that way As a fighter there is nothing special about this game at all. Sure there are elves barring food and magic, but only one awkward version of magic? Games like SFA have two super attacks. Also, I really don't like their character choice! How about some of the cooler ones for the arcade version Death Adder? This is an okay fighter but it just doesn't stand out.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
6.0	5.0	5.0	5.5

SATURN

ALONE IN THE DARK

T'HQ



CATEGORY: ADVENTURE
BACK-UP: MEMORY CART
BEST FEATURE: GOOD PC PORT
WORST FEATURE: CONTROL
ALSO TRY: D

Shawn

I want to be fairly nice to this one because the story line is very interesting. The problems with Alone in the Dark are the control and sound effects. It's hard as heck to position yourself to shoot an enemy and with the changing camera angles, things are even more difficult. The sound effects—mainly the character voices—are terrible. "Hi guy," and "Morning sir," get really old after that second or third time. I wonder how much voice actors cost anyway. The graphics are alright. The polygons are textured, but they still have that unrealistic polygon look. The cutscenes are neat looking, but are confusing and too fast.

Dan

This game is a disaster. Where should I start? It's extremely hard to control. The graphics are choppy. The movement is sluggish. Aiming your weapons is a very difficult thing to do. The constantly changing viewing angles frustrates the hell out of me. You can tell that the different angles were used to impress the players with multiple views of the same locations, but it only made the game more difficult to deal with. With all of these cons going against the game, how can anybody have fun? Alone in the Dark was hard, and the sad thing is, I don't know if it was due to the poor programming or the game design.

Crispin

Not only does AITD suffer from crappy graphics and lousy control, it's a downright goofy game, too. The numerous evil-doers you have to do away with—mostly shotgun-toting thugs—stumble drunkenly after you and shout silly things like, "Hi, guy!" before firing their weapons. I would have laughed at this game if I wasn't too busy swearing at my joypad. AITD's frustrating control interface makes it nearly impossible to aim your gun or even get your character to high-tail a straight line through the game's 3-D environment. And the tilted camera angles don't make your journey through this environment any easier.

Sushi X

The Saturn version adds the much-needed speed and faster control that the 3DO release never had. Although it is not altogether good, the play is at least fair to give the player a chance while searching and fighting in strange surroundings. The graphics give great points-of-view to the player, but the clarity still needs to be improved on. In certain areas of the game (such as the battles) the views could have been orientated better to give the player more of a fair chance to defeat the opposition. The story may confuse players at first due to the many plot elements that don't fit with each other. Persistence is the key to advance.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
4.5	6.0	7.5	5.5

PLAYSTATION

TOP GUN
FIRE AT WILL

SPECTRUM HOLOBYTE



CATEGORY: FLYING COMBAT
BACK-UP: MEMORY CARD
BEST FEATURE: LOTS O' MISSIONS
WORST FEATURE: REPETITIVE PLAY
ALSO TRY: AIR COMBAT

Shawn

Wanna go to the danger zone? Yeah, I thought so. Top Gun has some nice graphics along with the dogfight action that some sims are known for. The soundtrack is pretty lame unfortunately. Too bad they couldn't get Kenny Loggins to do the original theme from the movie. The video sequences are nicely done with good actors and actresses which is always a plus. I like this one better than Air Combat because it has a better story line and much better control. It's more like really flying in combat. Not to say that I know what it's like, but I can imagine it'd be kind of like Top Gun. The ground targets are a nice addition.

Dan

With Top Gun, you get the same adrenaline-pumping music and cinemas (straight from the flick) that made the film such a testosterone movie classic. The game is nice in that it gives you complete freedom to move around the large levels. The enemies are a bit easy to shoot with the machine guns, making gun kills more frequent than normally seen in this type of game. There really isn't much here that we haven't seen before—just shoot all the bandits in your sights. I wish the developers would have added taking off and landing sequences. This would have added a little substance to an otherwise repetitive jet fighting game.

Crispin

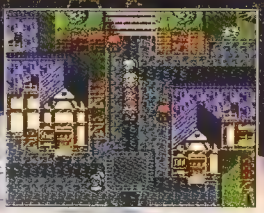
Fans of realistic flight sims won't find what they're looking for in Top Gun. You don't take off or land or worry about working dozens of controls in this game, you just blow stuff out of the skies over and over again while taking out the occasional ground target. But such simplicity isn't necessarily bad if you're looking for a decent arcade-style shooter, which Top Gun is. You get loads of missions to fly—although they're not very varied—and some nifty missiles. You can save your missiles, though, since the bad guys are ridiculously easy to take out with your gun. The cinemas are cool, too, but don't expect to see Tom Cruise.

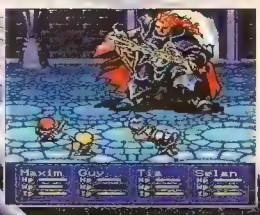
Sushi X

Fast and furious best describes the action experienced while in the cockpit. The game loses points in my book for the lack of realistic controls and more of an in-depth, in-the-cockpit feel, allowing you to take off and land. Sure, some gamers may just want the intense action of a title like this but I feel it ranks only fair at best. The graphics and the other visuals look great, but do little to hold up the merely average sound and the redundant missions. Don't get me wrong, I like fast, intense titles like this but I was expecting more depth. Not a bad title, but it definitely falls into the no-brainer category.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.0	6.0	7.5	6.5

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PLAYSTATION

HORNED OWL

SCEA



CATEGORY: SHOOTING
BACK-UP: MEMORY CARD
BEST FEATURE: FAST ACTION
WORST FEATURE: WAY TOO EASY
ALSO TRY: REVOLUTION X

Shawn

So many times shooting games come out that really don't play well with the control pad. Horned Owl is a brilliant exception. Here's a game with great graphics, super-fast action that'll keep you on at complete attention and sharp cinemas that are plenty fun to watch. So what brings this one down? It's way too easy. Play it on easy and you bump it up to normal. Play it on normal and you have to change it to hard...you get the idea. I think I died once in the whole game on the last level. The mouse support is a nice feature. Hopefully the gun will come to America which the game also supports. Overall, this one's too easy.

Dan

Sure, HO has plenty of evil robots to blast apart. It's just too bad that they're so easy to kill. Blowing through this game in one sitting is no great feat—especially if it's set at any difficulty level besides very hard. On the plus side, however, the 3-D levels look outstanding, as do the game's lengthy between-stage cinemas, which give proof of HO's anime roots. You also battle through a variety of cool locales, such as an airport and a floating fortress. There isn't much variety in the enemies you face, though. And you can't collect weapon power-ups, either, so you're stuck with the same gun throughout the entire game.

Crispin

This game is a great shooter only if you set its difficulty level to very hard as soon as you turn it on. In normal mode, HO's way too easy. (The first time I played it, I battled through the game's five levels without losing a life.) Most of the enemy robots can be taken out with one shot, and the game's Bosses are all wussies But at least there are plenty of wimpy robots to blow up. And the 3-D, texture-mapped levels look cool, giving the game a Virtua Cop 2 look. HO controls well, too; you can get away with using the joypad to aim your crosshairs, but targeting becomes easier—and less tiresome—if you use a mouse.

Sushi X

A PlayStation version of a Virtua Cop-style game. Horned Owl is a lot of fun to play alone or with a friend. The aiming speed is fast and allows quick targeting of the opposition. The stages are more interesting than many other similar games. They incorporate sharp and detailed graphics that include rain and other imaginative effects to keep the player interested while they scroll through the levels. Using the controller is fun but when you plug in the gun the game's fun doubles. Be sure to grab a friend and prepare to eliminate the masses with lots of flying lead This one is a must-buy for gun game lovers.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.0	5.0	5.0	4.0

NEO•GEO

METAL SLUG

SNK



CATEGORY: ACT. SIDE-SCROLLER
BACK-UP: NONE
BEST FEATURE: HEATED BATTLE
WORST FEATURE: ONE-HIT DEATH
ALSO TRY: GUY SPY

Shawn

You want total destruction with a cartoony feel? This one is filled with guns, missiles and pretty much any other explosives you can think of. As an arcade game, Metal Slug will probably take plenty of quarters since it is difficult. The combat is fun with unlimited credits at home, but that also makes the game get old after a while. The regular enemies and Bosses are very detailed. The game has excellent graphics. The control is easy and I like the way you can jump onto vehicles and ride them or man an anti-aircraft gun and blow away planes as they fly overhead. All in all, Metal Slug is an good side-scrolling shooter.

Dan

This is one tough game Like In the Hunt, your screen will just light up with a million sprites as enemies, bullets, and explosions overload your senses. Be ready to spend a lot of quarters, unless you own a Neo•Geo, in which case you will finish the game in one sitting, since you control the credits. Missing are more vehicles to jump into (you can only access a tank) and more weapons (how about a spread shot?) and some super (destroy-everything-on-the-screen) weapons. The only things distinguishing this shooter are the sprites' animations, which are smooth and life-like. Contra fans will love Metal Slug.

Crispin

You can shoot more bad guys in Metal Slug before 10 a.m. than you can in most other shooters all day. The army of enemies in this game is enormous; you'll often find dozens of gun-toting soldiers gunning for you from all directions. And if the soldiers don't blast you to oblivion, their tanks, planes and other vehicles will. This high concentration of enemies would make Metal Slug nearly impossible to beat if it weren't for the game's unlimited continues. With a steady supply of lives, however, the game can be beaten easily -- especially in two-player mode. But the clever enemy-death animations will keep you coming back for more

Sushi X

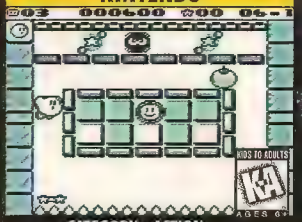
Normally I love shooters but this game screamed of instant deaths and tons of continues. It has infinite continues, but this only leads you to blaze through the game after twenty credits and not want to try to improve your skills. I wish it had a limited number of continues (that's a weird request) and was a bit more fair to play. I don't mind if a game ramps up difficulty and such but this game seemed more like attrition than strategy. However, it does have excellent animations, graphics, and sounds as anyone would expect from a Neo game. There's a lot of fun in this game and most will like it, but it is a bit tough in areas.

VISUALS	SOUND	INGENUITY	REPLAY VALUE
7.5	6.5	4.0	3.5

GAME BOY

KIRBY'S BLOCKBALL

NINTENDO



CATEGORY: ACTION
BACK-UP: BATTERY
BEST FEATURE: VARIETY OF LEVELS
WORST FEATURE: TOO EASY
ALSO TRY: ARKANOID

Shawn

It's pretty cool when a little handheld system can have a title that competes with the big boys on the 32-Bit systems. Maybe it doesn't compete with them graphically, but as far as gameplay goes, Kirby's Blockball is right up there. When a game comes out that uses an older genre (Arkanoid type) and shapes it into a new game with a new theme and does it well, it's something special to take note of. Beware that it might be a little rough to play on the regular Game boy but it's fine using the Super Game Boy. The save feature is beautiful. This way you don't have to play all the way through every time. Plus, the bonus games are cool!

Dan

This is an excellent traveling companion. It's a definite fresh sight away from all the Tetris and Columns clones. It will instantly remind you of some classic games like Arkanoid or Break-Out. Kirby offers you a lot of variety in levels. The unique power-ups in itself makes this game a must play; you can turn your ball into Kirby, a bomb, a crushing rock, a fireball, etc. The challenge level rises when you have to control four paddles at a time (one on each side of the screen), an extremely worthy feature. It would have been nice to have more precise control over how the ball bounces, like the Arkanoid paddles let you do.

Crispin

This newest outing of Nintendo's I've-seen-him-everywhere Kirby character is an addictive little game with simplistic graphics and no screen scrolling. In other words, it's an ideal Game Boy title. KB takes the basic smash-the-blocks theme built by Breakout and Arkanoid and adds bonus levels, more paddles and super powers that let you knock out bunches of blocks at once. And these powers are a nice touch, since you'll need careful aim to acquire them. Still, even with lousy aim, the game is a little too easy—and short enough to beat during one long car trip. But KB is geared toward gamers ages 6 and up, after all.

Sushi X

This is a great game! I was never a big fan of the paddle games due to the awkward-feeling controls but Kirby plays very well. There are a lot of cool power-ups and interesting elements of gameplay that set it aside from a puzzle game or a simple Break-Out. However, the game is far to short or simply too easy and can be beat on a single one-way trip to just about anywhere. Still, the game is very fun to play involving a lot of awesome Kirby effects, which are done with surprisingly good graphics. Maybe I'm just a sucker for cute little Kirby but this cart, even though it is easy, offers a lot of gameplay for a portable

VISUALS	SOUND	INGENUITY	REPLAY VALUE
5.5	4.5	7.5	6.5



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- **MK4 Awaits Killer Hardware**
- **Jordan in BMG Hoops Game?**
- **Capcom May Dump Sony**
- **Sony Scraps More PS Titles**
- **N64's Possible Price Plunge**
- **PS Edges Closer To Internet**

As you may have heard, the Q-Man has a new boss named Zif, so this edition of the Q-Report is dedicated to all the new suits in the front office. Darn fine nice suits they are too, I must say. But enough about fashion. I'm here to dish out the dirt on the gaming business and bring you up to speed on the latest scuttlebutt to come from the big and small guns alike. Yours truly has dug up some interesting dirt in the aftermath of the E³ show, and has more than a few insights on what you won't hear about the show in those other mags. First off, there were two new games Sony wasn't showing at E³. Word has it Sony is working to license both the comic book character Spawn and another game entitled Sorcery for the PlayStation. While the folks at Sony continue to negotiate for those platforms, the games sat in storage. Namco is working on Tekken 4, and the Q-hears that this game will be hot. T3 developers are using a new high-tech hardware configuration coined System 23. According to Q-Sources, Tekken 3 will use VideoLogic's PowerVR architecture because System 23 is based on the new PowerVR chipset. Tekken 3 will be ready to ship sometime next spring.

Q-Spies on-site, John Tobias and Ed Boon of Mortal Kombat fame at the gate Williams party (boring E³). The dynamic duo has done some sketches for Mortal Kombat 4, but according to the team, they are waiting for new hardware to be completed. Inside sources suggest they will be using Voodoo Graphics' new 3Dfx 3-D technology. As for when Mortal Kombat 4 will be ready, that's anyone's guess...except the Q-Man's. According to those in the know, the game will be ready late next year or early in 1998. The Man also overheard at the Williams party that programmers are busy working on Cruis'n the World, the long-awaited sequel to Cruis'n USA. The sequel will have all-new tracks, a track editor and a variety of souped-up roadsters, old-fashioned cars and 4-4 racers to pick from. The game will have a multiplayer link-up feature as well.

BMG seems the front-runner for the latest race in basketball gaming. The company is vying to sign up Michael Jordan for a basketball game currently in development. Word has it that BMG officials are very close to signing the Chicago Bulls superstar and 1996 NBA Most Valuable Player. Sony is rumored to be pulling the plug on a number of promising games including Tecmo Super Bowl III. Tecmo had proposed five titles of which Sony killed three and sought major revisions on the other two. As for Vic Tokai, Sony threw the switch and said cheerio to Vic Tokai's entire product line, according to sources deep inside Sony. While some see Sony as being too selective, others welcome their efforts to weed out a product line that could quickly overwhelm even the most die-hard gamer. What about those games not done and their way onto the Saturn? Well, you'll be able to play 32-Bit Tecmo football on the Saturn—expect others to follow suit.

During the E³ spectacle the Q-Man overheard that Sony is also having some problems with Capcom. Seems the maker of Street Fighter is threatening to finish out its product line and quit PlayStation development entirely unless they're given more latitude in the creation of a Mega Man sequel for the Sony hardware. If this rumor holds true, sources within Capcom suggest Resident Evil 2 may come out for the Saturn or the Nintendo 64. At the show, Capcom officials met with Nintendo to discuss a Mega Man game currently in the planning stages for the N64. Fans of the cartoon and the games won't have to wait too long to play a 3-D version of Mega Man; the game is scheduled to come out next Christmas.

In other Nintendo 64 news, Rare has already started working on Donkey Kong 64, which is poised to become the next 500-pound gorilla on the new system. Big concerns at E³ revolved around the N64 software support which, beyond the first wave of dream-team entries, is virtually non-existent. The Q is sure that the shirts at Nintendo have something up their sleeve, but with many company executives detailing great reservations about developing for a machine that boasts a high risk factor and games that will clock in above 80 bucks, yours truly is a bit confused as to who exactly is going to be making all of the great Nintendo 64 games that the company is promising. Also on the N64 front look for the powers that be to drop the machine to the $200 plateau following the leads of Sony and Sega who have also cut the price of their mega machines. Nintendo is rumored to be moving in that direction, with a $250 version that includes Mario 64 as a pack-in also a possibility.

From behind closed doors the Q-Spy got an inside peek at the hottest pigskin softs planned for this fall. Madden looked promising for the PlayStation, but NFL GameDay '97 from Sony will be the game to beat. I promised I wouldn't tell, but there will be a new game coming that should turn a few heads on the PlayStation with a big-name coach attached to it. That's all I can say for now, but this game will be very cool. Now that Sega's Net Link device has seen the light of day, Sony has picked up the pace on creating an Internet interface that will allow PlayStation gamers to access the World Wide Web. The problem right now is that the device can only access the Internet, and does not allow for multiplayer network gaming—rumored to be a long-term goal of Sony corporate. Once that hurdle is overcome, PlayStation users will be able to surf the Internet just like their Saturn counterparts and take on challengers from around the world.

That sums up the Q-Man's beat at this year's E³ show. Look for more inside info in this issue's special E³ report and take a look at the hottest games yet to come for your favorite system! Also, don't forget to check out the new and improved NUKE Web site. With its new site gaming format and personalized interface, you won't have to visit another Internet service ever again! Check it out. Finally, the Q's Best of Show goes to the truly remarkable Super Mario 64. Looking at castles from underwater was amazing! The best sequel goes to the plexi-Mortal Kombat Trilogy. Little new here, but what a package!). The most overbooked hit was Perfect Weapon from upstart ASC (picture Mk fights against multiple adversaries, an expansive adventure and multiple camera angles following the action) and honorable mentions go to Sony and Sega's head-to-tiles Crash Bandicoot and Nights respectively!

Good job from all involved and another great gaming experience! I'll see everyone at Atlanta for next year's show and be back again next month with more of the insider info only the Q-Man can deliver.

-THE Q

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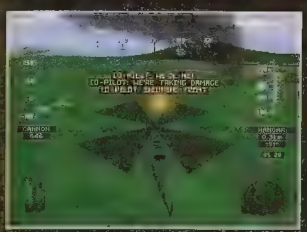
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TRICKS OF THE TRADE

TRICKMAN TERRY CAN'T STAND THE WEATHER!

The Chicagoland weather has been very weird lately. Trickman Terry has been wearing a rain coat and hip boots just to keep from drowning in the office's parking lot puddles! If it rains any more, Terry will have to consider his home a flood disaster area and end up living in his big white car, "The Boat." Even though the old, rusted car is huge, it would not be comfortable quarters to house Tina, the cat and the dog, too! The Trickmeister is doing everything he can to keep the trickmail dry, so he can open and test all of those incredible tricks from his loyal fans, but he needs your help! Send some sunshine Trickman's way by mailing your killer tricks, codes, cheats and FAQs to:

Tricks of the Trade
1920 Highland Avenue, #222
Lombard, IL 60148

or send e-mail to:

egmtriks@mcs.com

Just like the mail, Trickman Terry will come through no matter what the weather, and look for the best tricks to put in the next issue. Send in your newest, most awesome tricks! If your trick is chosen, you'll get your name printed in a future issue of this awesome magazine and we'll also send you a FREE game for the system* of your choice! Gaze at the tiny text below for details on the free stuff. *Make sure if you send e-mail that you include your real name, address, city, state and zip code.*

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THEME PARK

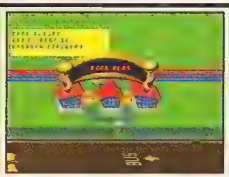
SYSTEM: Saturn PUBLISHER: Electronic Arts



At the title, choose the option to set up a new park.



When asked for your nickname, enter the word DEAD.



At this screen, hold A, B and C to increase your money.

On the Title Screen, pick Setup New Theme Park. The game will then ask you to pick a nickname. Put in the word DEAD. After you do this, set up the other options the way you want. Once you acquire your first theme park and you are ready to start building, press and hold buttons A, B and C together. You will hear a bunch of children saying, "Yeah!" many times over. Once you have held these for a while, let go and check your money status.



This will also give you all the rides, stores, etc.

You will see a substantial increase, plus you will have access to all of the attractions as well!

Joey Callaway; Saco, ME

CHEAT SHEET:

THE EVERYTHING CODE

HOT NOT

Set up a new park. When asked for your nickname, put in the word DEAD. Once you get to build your park, hold A, B and C together for money and attractions.

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Everyone who sends in tricks to the Trickman has a chance to win the Interact accessory of his/her choice for one of the following systems: PlayStation, Saturn, 3DO, Super NES, Genesis, Game Boy or Game Gear! If you send in a great trick, you'll be eligible to win our TRICK OF THE MONTH sweepstakes! If you win, you'll score your name in print, the Interact Accessories controller and a free game for the (allowable) system of your choice! Contests like this are only found in the Biggest and Best Video Game Mag, *Electronic Gaming Monthly*!



OFFICIAL RULES AND CONDITIONS: 1. *No Purchase Necessary*: No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) on a piece of paper and send it to: "Tricks of the Trade, 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. Only one per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by July 3, 1996. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. ZIFDavis Publishing Company reserves the right to cancel this contest at any time with appropriate notice. 2. *Winners*: Winners will be judged based on the contest's uniqueness, novelty, accuracy, and the fact that said code is not already known by the judges. The Judges will be from the ZIFDavis Publishing Company and their decision is final. Honorable mention will only receive a free game. Only one prize per household. All entries and copyrights thereto become the property of ZIFDavis Publishing Company and will not be acknowledged or returned. By entering, winners agree to be bound by the rules of the contest and judges' final decisions. 3. *Prizes*: Each Winner shall be awarded one of the following prizes. (1) SUPERPAD, (2) SUPERPAD-6, or SUPERCONTROLLER PRO, SUPERCONTROLLER PRO, SUPERPAD-6, and SUPERPAD. All prizes are awarded by a Promotional Partner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. Prize/Winners will be notified by mail. Prizes are non-transferable. No substitution or prizes is allowed, except at the option of Sponsors should the featured product become unavailable. 4. *Eligibility*: Sweepstakes open to residents worldwide. Prize/Winners shall be required by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither ZIFDavis Publishing Company or Interact Accessories Inc. or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, losses, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state, and federal taxes are the sole responsibility of the Prize/Winners. 5. *Prize/Winners*: are under 18 years of age, the entries will be accepted to be the parent or guardian and the release shall be signed by the parent or guardian of participant. 6. *Permissions*: void where prohibited or restricted by law. All federal, state, and local regulations apply. 7. *Sponsors*: Contest sponsored by ZIFDavis Publishing Company and Interact Accessories (USA) Inc. Copyright © 1996 ZIFDavis Publishing Company. SUPERPAD, SUPERPAD-6, SUPERCONTROLLER PRO, and SUPERCONTROLLER PRO are all trademarks of Interact Accessories (USA) Inc.



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NEED FOR SPEED

SYSTEM: PlayStation PUBLISHER: Electronic Arts

First you must beat the game in Tournament Mode. This will give you access to more tracks via a password. Or if you want to do it the easy way (also found in *EGM* #83, page 38), choose Tournament for your race type, and access the Password Option. Enter the word:

TSYBNS

This will give you access to Lost Vegas, Rally tracks, etc. Now, press the Square button to go back and choose another Race Type. Now, when choosing a car, go to the Car Showcase Option. In this screen, highlight the Mechanical Option and access it. When you are in the screen that describes the car's engine, move down and highlight Next Slide. Press X to select it. Now you will be on the Chassis Layout Screen. At this point, press the L1 button, and you will see a red arrow appear at the front of the car. Press the R1 button, and a red arrow will appear at the rear of your car. Each time you press either of these buttons, you will add weight to the front or rear of your car. You may add up to eight arrows to either end. Once you are satisfied with your arrow placement, exit the screen and play the game. Depending on how much weight you added, this trick will slow your car down, but it will increase the handling capabilities of the car you choose. Experiment with different amounts of weight on each end to find the setting you are most comfortable with on your automobile.

CHEAT SHEET:

ADD WEIGHT TO YOUR CAR

POWER TRIP

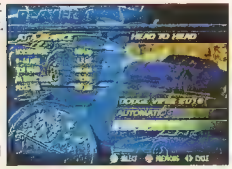
MOST

NOT

Enter: TSYBNS. Go to the Car Showcase Screen, access Mechanical and add weight in the Chassis Layout Screen with the L1 and R1 buttons.



In Tournament Mode, enter TSYBNS as your password.



Choose a mode of play and access the Car Showcase.



Pick the Mechanical Option from the menu as shown.



On the Chassis Layout Screen add as much weight as desired.

NAMCO MUSEUM CLASSICS - Vol. 1

SYSTEM: PlayStation PUBLISHER: Namco of Japan

For Galaga, as the ships fly in their formations on the screen, don't shoot any of them. Now locate the two blue-and-yellow ships in the first row on the left side of the screen (circled in red on the picture).

Once all of the ships are on the screen, you may begin shooting them all—except the two on the left side that were mentioned above. Once you have destroyed all but the two designated enemies, let them fly around, shooting at you for 14 to 15 minutes. At this point, they will stop shooting. When you're sure they've stopped, you may destroy them as well. From now on in the entire game, no enemies will fire a shot!

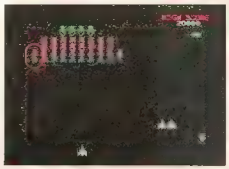
CHEAT SHEET:
ENEMIES NO LONGER SHOOT AT YOU

POWER TRIP

HOT

On the first stage, let all the ships come on the screen. Shoot all but the two on the far left. Leave them for about 15 minutes and they won't shoot again.

NOT



To make the trick work, leave these two ships alone.

WILLIAMS ARCADE'S GREATEST HITS

SYSTEM: PlayStation PUBLISHER: Williams Ent.

This code allows you to listen to sounds from Mortal Kombat 3 on the Williams Arcade's Greatest Hits CD. To do this, turn on the PlayStation without a CD inside. When the Main Menu appears, move to CD Player and access it. Now put in the Williams CD and you will see two tracks. Move to track two and press a button to play it. You will now hear about five minutes and 20 seconds of character names with wins and flawless victories. The Trickman can't think of any reason why this track would be on there. Could this lead to another trick?

Eric Roth
West Hurley, NY

CHEAT SHEET:
MK3 SOUNDS

POWER TRIP

HOT

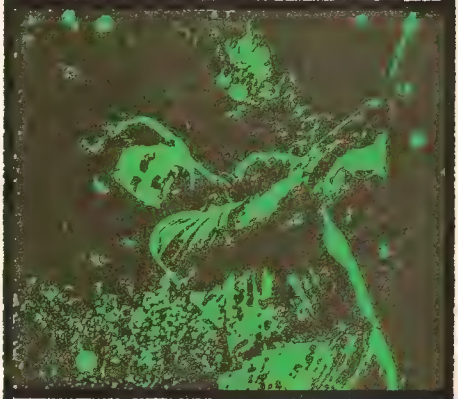
Turn on the PlayStation without a CD inside the machine. On the CD Player Screen, insert the Williams CD. Play track two to hear the MK3 announcer.

NOT

This trick was done on a Japanese version of the game and is subject to change.

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KILLER CODES

X-MEN CHILDREN OF THE ATOM

–by Acclaim
for Saturn

This trick will allow you to play as Akuma from the Street Fighter series. To do this, choose either Arcade or Vs. Mode. Go to the Character Selection Screen and highlight Spiral. Wait two seconds then go to Silver Samurai, Psylocke, Colossus, Iceman, back to Colossus, Cyclops, Wolverine, Omega Red and down to Silver Samurai. Wait two seconds then press buttons Z, A and C together (Fierce, Short and Roundhouse buttons). The above commands are for player one. For player two, follow these commands: Go to Storm. Wait two seconds on Storm then move to Cyclops, Colossus, Iceman, press LEFT to Sentinel, then Omega Red, Wolverine, Psylocke, Silver Samurai, then Spiral. Wait two seconds on Spiral, then press buttons Z, A and C together (Fierce, Short and Roundhouse buttons) just like you did for player one. After you press the three buttons at the end of the code, you will know the trick worked if you do not see a character profile on the left or right side (depending on which player did the code). This trick needs correct timing, so don't give up if you do not get it the first time. Akuma has all of his basic moves, just like in the Street Fighter series, plus a new one called a Drop Kick. Have Akuma jump toward his opponent. In the air, press DOWN, DOWN-FORWARD, FORWARD+KICK to do this awesome, new move!

BATTLE ARENA TOSHINDEN REMIX

SYSTEM: Saturn PUBLISHER: Sega

CHEAT SHEET:
PLAYABLE BOSS CHARACTERS

POWER TRIP — NOT

Begin a one-player game. Defeat everyone without losing a round. After the game resets, you will be able to select Gaia, Sho and the last Boss, Cupido!

The easiest way to do this trick is to first go into the Options Mode and put the level on Very Easy, and the Set Point on one. Go back to the Title Screen and choose Story Mode or 1P Game. Now you must defeat every opponent, including the last Boss, Cupido. If you lose a round, you'll have to start all over again. After the credits roll, the game will reset itself. Now choose any mode and Gaia and Sho will be selectable characters! To play as Cupido, highlight Sho, hold UP and press any button.

Robert Renzullo; Hudson, NH



Put the game on Very Easy and play a one-player game.



Fight all the way to the Bosses without losing a round.



Defeat the new Boss, Cupido, without losing a round.



After the credits, the game will reset. Pick any mode...



...at the Title Screen and you can play as all of the Bosses!



To play as Cupido, go to Sho, hold UP and press a button.

CAPTAIN QUAZAR

SYSTEM: 3DO PUBLISHER: Studio 3DO

CHEAT SHEET:
INSTANT REFILL TRICK

POWER TRIP — NOT

When you've depleted your health and ammunition, pause the game and press (the top buttons) L, R, L, R, L, B. This will refill everything you need!

This incredible code will replenish everything you need while playing Captain Quazar. To do this, begin your game and play through until you have depleted much of your ammunition, health, etc. At this point, press START to pause. Now with player one's controller, press L button, R button, L button, R button, L button, then B. You will hear Capt. Quazar say, "Whoahoho!" This will confirm that the trick worked. Unpause the game and all of your weapons, ammo and health will be filled to maximum capacity! You can do this trick whenever you want more of anything in the game. This code is a nifty bonus when you are in trouble and need a little help in the game.

Terry Cramer
Renton, WA



Once you've depleted all of your sources, do the trick.



You'll get a full amount of everything, including health!

TRICKS OF THE TRADE

KILLER CODES

IN THE HUNT

–by T+HQ
for PlayStation

While you're playing the game, press START to pause. To speed up the game slightly, unpause the game while pressing Triangle+R2. To slow down the game slightly, pause and then unpause while pressing Triangle+L2. You might have to do this a few times to get the full effect.

–via the Internet

PO'ed

SYSTEM: PlayStation PUBLISHER: Accolade

CHEAT SHEET: LEVEL SELECT

POWER TRIP

At the Main Menu, press L1+L2+R1+R2+UP. Press Circle. In the Difficulty Menu, press L1+L2+R1+R2+DOWN. Choose a difficulty level with a button.



At this screen, press the correct buttons, then Circle.



Press the correct buttons here and choose difficulty.



You will be brought to this Level Selection Screen.



Highlight the level you want and you'll jump to that stage!

At the Main Menu Screen, take the first controller and press and hold L1+L2+R1+R2+UP. Let go then press Circle to start a new game. When the Difficulty Levels Screen appears, press and hold L1+L2+R1+R2+DOWN. Let go and press the corresponding button for the level of difficulty you want to play (Square, X or Circle).

A Level Selection Screen will then appear. Highlight the stage you want and go for it!



TRICKS OF THE TRADE

KILLER CODES

X-MEN CHILDREN OF THE ATOM

–by Acclaim
for Saturn

This trick will give you an option to switch between Arcade and Saturn Mode. From the Title Screen, access the Option Mode. From here, press the following sequence: UP, DOWN, UP, DOWN, UP, DOWN, UP, DOWN, UP, DOWN. A new option will appear on the bottom of the screen called Screen Width. You can now choose the screen width to be Arcade or Saturn version.



In Options, do the trick to get Arcade or Saturn width.

POWER PIGGS OF THE DARK AGE

–by Titus
for Super NES

Here are a few tips for the early levels of the game.

Level 1: Beautiful Downtown Pigg

Tip #1–There is a powerful frosted-seeker donut power-up directly above the very start of the game. To get there, use the first blow-hole to get on top of the roofs, then work your way back to the left until you're above the start. Then, jump to reveal the power-up.

(continued on p. 44)

PRIMAL RAGE

SYSTEM: PlayStation PUBLISHER: Time Warner Interactive

CHEAT SHEET:
BOWLING, VOLLEYBALL AND FALLING COWS

POWER TRIP — 1 — 10 — DUDE

Follow the instructions below to find the hidden games and other fun aspects of Primal Rage like bowling, volleyball and even falling cows!

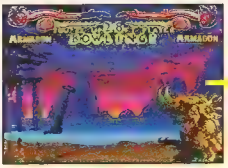
Here are some great, hidden tricks within Primal Rage for the PlayStation:

Bowling: This trick needs two players. Both players must choose Armadon, but you can be on any stage. Now, each player must execute three Spinning Death moves at the same time. (Press Forward, DOWN-Forward, DOWN and Square+Circle.) If you did it correctly, you can play two frames of bowling, where you knock down worshippers!

Falling Cows: In a two-player game, you must be on the Ruin's stage and one player must be Chaos. When the timer is just about to run out, have Chaos perform a Fart of Fury (hold Triangle+Circle and then press DOWN, Forward, UP, Back). If the green cloud is in the air when the timer reaches zero, cows will fall instead of fireballs when the match goes into sudden death.

Volleyball: Use two players. On Sauron's Cove Stage, draw out a worshipper by doing a combo, then hit the worshipper into the air toward your opponent. Volley them back and forth about eight times and you'll see a net and a referee appear for the game!

Jason Pinette; Peninsula, OH



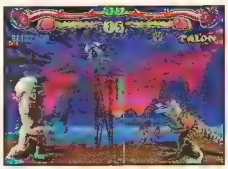
Both players do three Spinning Death moves with Armadon.



Each of you will be able to play two frames of bowling!



Do a Fart of Fury before time runs out and cows fall in the water!



On the Cove Stage, you can play "human volleyball!"

IN THE HUNT

SYSTEM: PlayStation PUBLISHER: T*HQ

CHEAT SHEET:
STAGE SELECT, VS FIGHT AND MULTIPLE ENDINGS

POWER TRIP — 1 — 10 — DUDE

At the Start/Option Screen, hold UP-LEFT on the pad and SELECT. Now press Circle and you will get a stage select, Vs. fight and Ending Menu above the title.

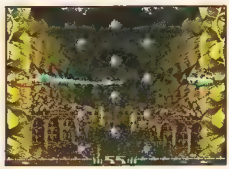
When the Title Screen appears, press START to get to the menu (with START and Option). Now, hold the directional pad UP-LEFT and hold the SELECT button at the same time. With these held, press the Circle button. A Stage Selection Menu will appear above the title on the screen. You may choose any level and begin, or a two- player battle with your submarines. Also, you may choose to see the different endings of the game.



At the Start/Option Menu, hold UP-LEFT, SELECT and press Circle.



You will see Stage Select text at the top of the screen.



You can even choose a one-on-one battle with a second player!

TEKKEN 2

SYSTEM: PlayStation PUBLISHER: Namco of Japan

This cheat requires you to have the Bosses and sub-Bosses selectable at the Character Selection Screen. To do this you must beat the game with each character then you'll have that character's sub-Boss selectable. After all sub-Bosses are selectable, beat the game with any character (except the sub-Bosses) without losing any rounds...and you'll get Kazuya. After Kazuya is selectable, beat the game with him without losing a round...and you'll get Devil/Angel.

After Devil/Angel are selectable, you can then go for Roger/Alex. Start an Arcade Mode game, and when you get to the third match, win the first round and lose the second. During the third round, beat your opponent down to five percent on his/her health bar then let your opponent do the same to yours. Quickly finish off your opponent and you should hear, "GREAT." The following fourth match should be against Roger or Alex. Beat whoever you fight to have both selectable. It would be a good idea to save this on your memory card. Now, you may choose either Arcade or Vs. Mode from the Title Screen. At the Character Select Screen, hold SELECT while choosing your character. When the fiery Vs. Screen appears, hold UP on the pad as well. Keep holding these until the round starts and you'll hear a punch sound. Now with certain moves, you can launch your opponent high into the air. Try many moves.

CHEAT SHEET: SKY HIGH MODE

POWER TRIP

Beat the Bosses and sub-Bosses After they are selectable, choose Arcade or VS. mode. On the player select screen, hold SELECT and then UP on VS.



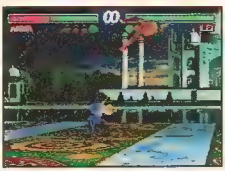
At the Title Screen, choose Arcade Mode or Vs. Mode.



With all of the players selectable, you can do the trick.



Choose your players. Hold SELECT+UP simultaneously.



With the right moves, you'll be able to send your foe into the air!

* This trick was done on a Japanese version of the game and is subject to change.

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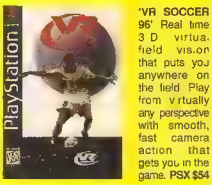
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TRICKS OF THE TRADE

KILLER CODES

POWER PIGGS OF THE DARK AGE

–by Titus
for Super NES
(Tips Continued)
Tip #2–Collect a secret 1-Up in the first building Bruno walks into. When you start walking up the ramp, stop and jump UP and LEFT until you land on the secret path. After a snack on some donut holes, you'll find the main course: a 1-Up!
Tip #3–Here's a tip to make beating the mini-Boss at the end of the level easier. A few screens before you get to the end of the level there is a tall, thin stone tower that Bruno walks behind. Stand directly behind the tower and keep jumping until you can't go any higher. Then jump onto the roof of the building to the right and find a delicious and powerful chocolate donut power-up. Exit to the right to avoid some nasty enemies.

Level 2: West Blow-Hole Forest
Tip #4–A six-pack of wickedly sweet chocolate donuts is hidden above the start. Stand on the left side of the tree above the start face left and jump-swipe until a box falls from the sky. Open the box with a butt-slam to snag the power-ups.
Tip #5–When you get to the platform with the two Damsels in Drag, eliminate them, then jump as far to the left as you can go. You'll land on a secret box that contains a 1-Up! Thanks go to Titus for providing these cool tips.

COLLEGE SLAM

SYSTEM: Super NES PUBLISHER: Acclaim

POWER TRIP
HOT
NOT
CHEAT SHEET:
SLIPPERY FLOOR
Press the A button repeatedly at the Today's Match-up Screen. (The trick won't work on the Season games.)

This code will make the floor on the court slippery, and the players will have a more difficult time catching the ball, etc. To do this, choose your teams and at the Today's Match-up Screen, press the A button repeatedly. Go into the game to experience the trick.

Publio Pena
New York, NY



Do the code at the Today's Match-up Screen.

GOAL STORM

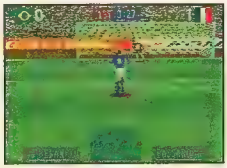
SYSTEM: PlayStation PUBLISHER: Konami

CHEAT SHEET:
DIFFERENT CAMERA ANGLES
POWER TRIP
HOT
NOT
When the Title Screen appears, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, Triangle, Triangle. In the game, press the SELECT button.

When the Title Screen appears, press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, Triangle, Triangle. In the game, you can press the SELECT button to get different camera angles of your player.



At the Title Screen, enter the code. You'll hear a cheer.


In the game, press SELECT for different camera angles.

HANG-ON GP

SYSTEM: Saturn PUBLISHER: Sega

CHEAT SHEET:
MORE TRACKS
POWER TRIP
HOT
NOT
Highlight an icon/option in the Options Screen then exit with B. Now press the top R, R, L, R buttons. Now you can race on the longer, more advanced tracks.

Normally, you wouldn't be able to access the three advanced tracks in this game unless you won on the first three. However, this trick will allow you to get these tracks with very little effort. Go to the Options Menu and highlight one of the icon/options. Press button B to get back to the Main Menu. Now press R button, R button, L button, R button, R button. You'll hear a confirming sound. Now you can race with the long versions of the tracks!



In the Options Menu, highlight one of the icon/options.



Get back to this menu and put in the L and R button code.



You now have access to the three longer, more advanced tracks.

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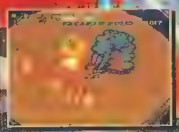
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TRICKS OF THE TRADE

KILLER CODES

MOST WANTED TRICK

INTERNATIONAL TRACK AND FIELD

–by Konami
for PlayStation

It's time once again for the Most Wanted Trick! It's been a while since the Trickman has been stumped so bad by a game's secrets, but this time he needs your help. This game has 11 events, and it seems that a little secret may be held within each one. In the Hammer Throw event, if you get a distance that matches the meters with the centimeters (such as 67.67), balloons will fly up from the background. In other events such as the Long Jump, a gopher appears out of the ground. In the Discus Throw, doves fly in the background. Last, but not least, in the Javelin event, a wild throw brought down a UFO with the javelin stuck in it! These extra animations actually happened, but besides the Hammer Throw, no one knows the method to access them. How about it? Are you up to the challenge? If you have any information leading to the methods of how to do any of these tricks, send them to:

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BATTLE ARENA TOSHINDEN REMIX

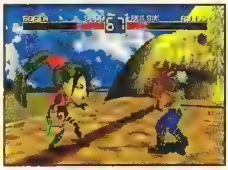
SYSTEM: Saturn PUBLISHER: Sega

POWER TRIP HOT NOT

CHEAT SHEET:
HUGE HEADS

At the Title Screen, highlight any option and press and hold the top L and R buttons. This makes big heads.

This trick is amusing and also very simple to do. At the Title Screen highlight any mode of play and hold the top L and R buttons. Press START to go into that mode. Choose your character and begin your fight. When the bout begins, both of the players will have huge heads! It doesn't help you, but it is very funny to see.



This hilarious code is very easy to do!

NBA SHOOT OUT

SYSTEM: PlayStation PUBLISHER: Sony Computer Ent.

CHEAT SHEET:
ALL-STARS

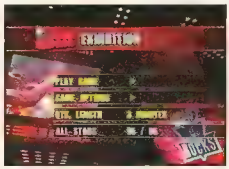
POWER TRIP HOT NOT

Press R1, L1, R1, L1, R2, L2, R2, L2 for '94/'95 and R1, R1, R2, R2, L1, L2, L1, L2 for '95/'96 All-Stars. A new option appears at the bottom allowing you to select it.

At the Exhibition Screen, enter R1, L1, R1, L1, R2, L2, R2, L2 to get the '94/'95 All-Stars or enter R1, R1, R2, R2, L1, L2, L1, L2 to get the '95/'96 All-Stars. The All-Stars Menu will appear as the bottom option on the screen.



At the Exhibition Screen, enter the '94/'95 or '95/'96 All-Star code.



A new option will appear at the bottom of the screen.

PREHISTORIK MAN

SYSTEM: Super NES PUBLISHER: Titus

CHEAT SHEET:
LEVEL SELECT

POWER TRIP HOT NOT

In Options, highlight Exit. Hold L and press START. With Game Start highlighted, hold R and press START. You can end the stage or get a Level Selection Menu.

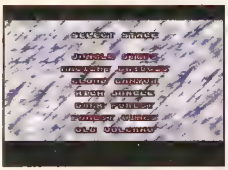


Go to the Options Screen. Highlight Exit and do the code.



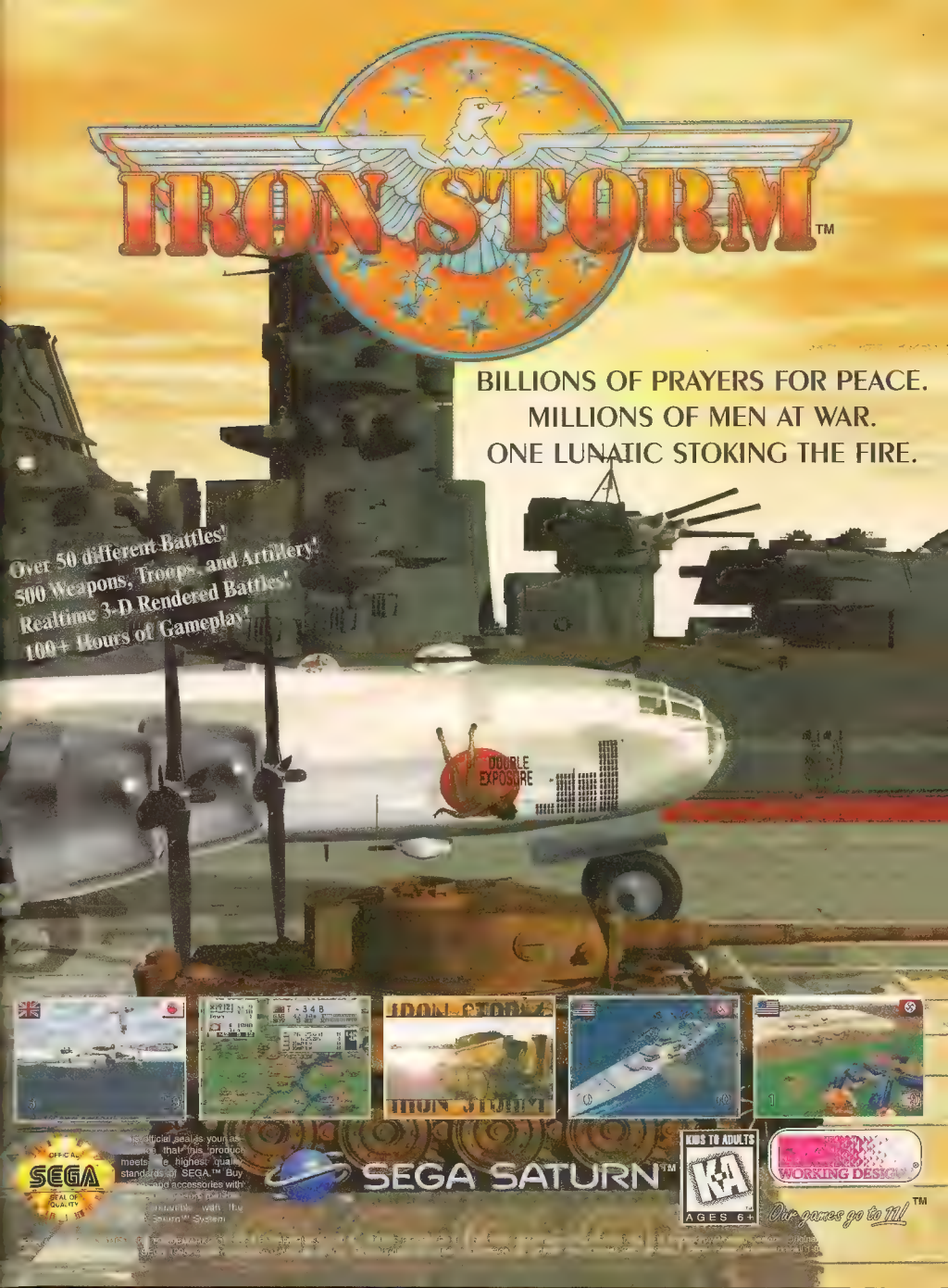
Highlight Game Start and do the rest of the code.

From the Title Screen, go into the Options Screen and highlight Exit. Now, hold the top L button and press START. You will exit the Options and return to the Title Screen. Highlight the words, Game Start, hold the top R button and press the START button. Begin your game and press START to pause it. Now, press the SELECT button and you will see a Level Select Menu. Press START in the stage without pausing to automatically finish that stage!



Pause and press SELECT to get this Stage Selection Screen.

The trick was done on a preproduction version of the game and is subject to change.


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check out Johnny's website! http://www.anime.net/~johnnyb

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Star Wars Strikes Back on the Console Systems

The Force has been strong with PC gamers. While console owners were running, jumping and shooting their way through fun but superficial Star Wars side-scrollers, PC gamers were becoming immersed in George Lucas' universe, flying X-Wings and TIE fighters and lining up Storm Troopers in their sights.

But soon console owners will be able to pay more personal visits to that galaxy far, far away—now that LucasArts is working on several Star Wars games for the Nintendo 64 and PlayStation systems.



No, this isn't a scene from The Empire Strikes Back. Shadows looks this good!

The most ballyhooed of the new bunch is Star Wars: Shadows of the Empire, which LucasArts is creating especially for Nintendo's equally ballyhooed 64-Bit system. This game, which is set between events depicted in *The Empire Strikes Back* and *Return of the Jedi*, drops players into the role of Dash Rendar, a brand-new Star Wars character who serves as the protector of Luke Skywalker.

The game offers several different styles of play. In one level, you fly a Snowspeeder above the frozen plains of Hoth, taking out probe droids and AT-ATs. Levels are so big, graphics are so sharp that you can't see for miles outside your speeder's canopy. Other levels are more Doom-like, with you wandering around Imperial bases and other Star Wars-inspired locales. The game's graphics are expected to look like they're straight out of a Star Wars film, with all the grandiose scenery and technical details they need to look true to the trilogy. This movie feel will only be enhanced by the many Star Wars veterans who make guest appearances in Shadows of the Empire. Jabba the Hutt, Boba Fett, Darth Vader and even the Emperor himself appear in the game.

Despite its big-time cast and complex story, Shadows of the Empire is only one part of a multimedia explosion that Lucasfilm has set off to promote the recently released Shadows of the Empire novel, which sits at the center of a multimillion-dollar marketing blitz. Other related merchandise includes comic books, action figures and even a soundtrack.

What isn't so hyped, but is still anticipated, is the conversion of two PC Star Wars titles—Rebel Assault 2 and Star Wars: Dark Forces—to the PlayStation.



One man against a scout walker? Shadows throws big enemies your way.

Slated for a summer release, Rebel Assault 2 is a Star Wars full-motion-video tour-de-force that plunks the player behind the controls of several familiar spaceships, including the B-Wing, X-Wing, Y-Wing, TIE Fighter, Millennium Falcon and the Empire's secret new Phantom TIE Fighter.

This last ship lies at the center of Rebel Assaults 2's story, which revolves around an escalating arms race between the Empire and the Rebel Alliance. Between flying sequences, players also engage in first- and third-person blaster battles.



The X-Wing is only one of many fighters you can fly in Rebel Assault 2.

As in the first Rebel Assault, all of the sequel's sequences rely on full-motion video to draw the player into the Star Wars universe. Since Lucasfilm used original props and costumes from the trilogy, the scenes look especially authentic.

The PlayStation port of Dark Forces promises to be an even more immersive Star Wars experience than Rebel Assault 2. This PC conversion, being done by Big Bang Software and overseen by LucasArts, is more than 70 percent complete and slated for a November release.

Often described as "Doom on the

TALES FROM THE DARKSIDE

Just as the locations and characters of the Star Wars films have their own behind-the-scenes history, so too do the characters and places of Dark Forces. *EGM* talked to Brett Tosti, LucasArts' production manager for the PlayStation version, and Daron Stinnett, the conversion's project leader, to learn more making-of information about the game. Both men also worked on the original PC version.

EGM: Why did you decide to make your first first-person game a Star Wars title instead of, say, an Indiana Jones or Maniac Mansion game?

DS: Star Wars is the big one. It just seemed like the first thing we're going to do is Star Wars before Indiana Jones. The Star Wars universe just provided a fantastic place for a game. It just has so much action and the players are familiar with the characters.

EGM: What resources did you call upon to make Dark Forces a part of the Star Wars universe?

DS: We used source books and novels, and we worked with the people out at Skywalker Ranch to get both sounds and music and some costumes for use in our movie scenes. We were also able to coordinate with [Industrial Light and Magic] when it came to 3-D models to build our cut scenes.

EGM: Will there be any enhancements to the PlayStation version, or will it look strictly as-seen-on-PC?

DS: There will be some enhancements. The music will be CD-quality, and some other things, but we don't want to divulge them yet. The game's story and levels will be the same.

EGM: What does Dark Forces offer that other Doom-like games lack?

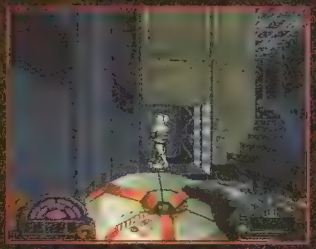
BT: We combine the action with the story. We tell the story through cut scenes like most games do, but we also tell it through the actual levels. When you go to these facilities and while you're mowing down troopers with your various weapons, you will see things that lend clues and tell a story while you're in an environment.

EGM: Did George Lucas give any feedback on the project?

DS: He gave us a lot of creative freedom. We could pretty much come up with anything we wanted as long as it wasn't set during the time before the Star Wars trilogy. He did review our design—specifically the Dark Troopers and their design, because they were such significant new characters.

EGM: What did Lucas think of Dark Forces when you were finished?

DS: I showed him the finished game and he's had a lot of fun playing it. And it's nice to know that you're doing something that he feels good about.



Use mines in Dark Forces to destroy troopers or boost your leaping skills.



Stormtrooper armor is no match for your automatic blaster in Dark Forces.

Death Star. Dark Forces is a mixture of action and mystery that's set right before and after the events depicted in *Star Wars*.

You control Kyle Katarn, a Han Solo-esque mercenary whom the Rebel Alliance has hired to do its not-so-dirty work. The game opens with Katarn starting his newest rebel mission: to seek out and steal the plans for the Empire's planet-busting Death Star. (Yes, these are the same plans that Artoo carried around in his rusty innards in *Star Wars*.) After you sneak through an Imperial base, kill a bunch of Stormtroopers and retrieve the plans, Dark Forces' story jumps to the period just after Luke nukes the Death Star.

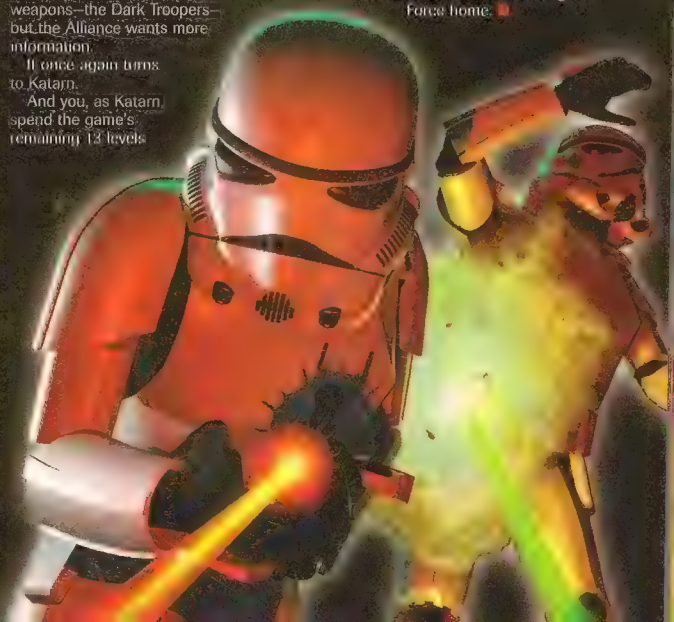
Now there's a new threat to the still-shaky Alliance, a menace that has wiped out an entire Rebel outpost and left few clues. Rebel spies have heard the name of the Empire's secret new weapons—the Dark Troopers—but the Alliance wants more information.

It once again turns to Katarn.

And you, as Katarn, spend the game's remaining 13 levels unraveling this mystery, eventually facing the Dark Troopers and their creator in combat.

Just as in the other Star Wars games, players will see many familiar faces—and helmets—during their Dark Forces adventure. Darth Vader and Rebel Alliance leader Mon Mothma star in the game's mostly rendered cinemas, which play before each level and add to Dark Forces' story. You'll also confront the trilogy's most famous bounty hunter, Boba Fett, stroll through Jabba the Hutt's palace, play seek and destroy in a Star Destroyer and visit other far-flung facilities.

Katarn can also collect numerous weapons—from blasters to thermal detonators—that you'll recognize from the trilogy, and each depress of his weapon's trigger is rewarded with a straight-from-the-movie sound effect. And there's nothing like the familiar PA-ZAP of a blaster to bring the Force home.



Kumite

Konami and 47 TEK join forces to create the next generation in fighting games

The fighting-game genre has been resting at the same level of realism for several years now. Most of the popular home fighting games are based on arcade titles that, when broken down to their basics, consist of relatively simple punches and kicks strewn together to create more complex combos. Also, even with the popularity of the new 32-bit game systems, most of the fighting games still take place in a two-dimensional world.

All of that is soon about to change in a very big way—at least for Sony PlayStation owners.

Konami is the publisher and 47-TEK is the developer behind Kumite: The Fighter's Edge, the game that will break the fighting-game mold.

EGM recently had the opportunity to see this revolutionary game and, if it all comes together as 47-TEK plans, the big guys like Williams, Capcom and Sega just might have to go back to the drawing boards.

Kumite represents a dramatic step forward in fighting-game design. It's definitely not your typical punch-kick-block type fighter. Instead, it is based on various types of real martial-arts fighting styles, such as Tai Kwan Do, Kung Fu and others.

The game's graphics are a step forward, too. In addition to boasting complete 360-degree character rendering, this game will allow for full character movements into the third dimension without it having to be part of a combo to let you side-step your opponent's attacks, and also for x-ing into and around your opponents to allow you to perform side and rear attacks. In this regard, Kumite has truly broken the 2-D barrier.

Another innovation is the character design. 47-TEK is designing the game's fighters with enough detail so that you will be able to see where—and to what extent—your attack hits your opponent. This will be done by animated texture mapping. Bruising (or cuts—if weapons are used) will appear in three degrees of damage. This added touch of realism will let players watch with satisfaction as they tear their opponents into bloody pulps.

Kumite's damage system is so complex that it not only keeps track of how badly a fighter is injured, it also reduces the fighter's strength in the damaged body part.

Another first will be that the combat moves will stream in from the CD in sets. And there will also be special moves in the game that players won't have access to but will find out about through codes and they will be able to load them into the game on the fly. This feature will give an edge to experienced Kumite players. Some of the special sets will be weapons moves.

So, if you're playing an opponent and he hits a special set of buttons, this will load in a whole new set of moves for his weapon.

There will be secret moves, too. Marshall, for example, will use his bowie knife as a weapon, but there will be a compass on the knife. Enter the correct code and the compass pulls off, exposing a piano wire that can be used as a choking weapon involving a whole new subset of moves.



The towering Master Lo, the deadly Karambi and the diminutive but nimble Marshall are just three of Kumite's fighters who use real martial-arts styles

At the present time, 47-TEK is willing to talk about 10 of its characters. The game centers on Karambi. He is the mysterious character in the game. He's tall and heavy, but don't let that fool you into thinking he's slow—his skills are close to perfection and he seldom makes a mistake.

His nemesis is Marshall, a Native American who has served several stints in the military. His fighting style involves close combat combined with acrobatic tumbling styles.

There will be two female characters in the game. The first is Lu, and she is a Chinese superhero. Her style of fighting is the White Crane, and true to her style she moves very quickly in combat.

The other female is Yamashita, an arrogant Japanese businesswoman who uses a wooden sword as her weapon.

Then there's an African American called Morgan. He's flashy and vain and

DEATH. It's what they live for.



Against a dark and shifting 3-D landscape, the warriors of the twisted underworld known as BATTLE ARENA TOSHINDEN 2™ await your return. How do they know you'll be back? Let's just say it's a *gut* feeling. As in the first 360° go-round, the moves are lethal, the stages visceral and the characters, wicked. And this time, the original avengers are joined by a new crew of fighters. Like Tracy, the sexy cop gone bad; Gaia, merciless madman; and Chaos, a friendly fella who happens to swing a sickle. All of 'em real keen to get to know you better. On every level.

So welcome back. And plan to stay awhile. Because here in Battle Arena Toshinden 2, these forsaken foes aren't just out to take you down. They're down to take you *out*.

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TEEN T AGES 13+

PlayStation

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PIE

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(714) 562-1743

Derek MITCHELL



The Creator Of KUMITE

After seeing a demonstration of Kumite, *EGM* went one-on-one with Derek to find out some of the secret elements of the game.

Will there be any features from the other fighting games in Kumite, like finishing moves, fatalities or desperation moves?
No. Our game will be very true-to-life, and those features are not real. The closest we come to a fatality is when a person is stunned and you do a combo on them, then they get dizzy.

Will there be any hidden characters?
Yes, but only if everything fits on the disk. We don't want to sacrifice fluid animation just for the sake of having a large number of characters.

Will Master Lo be player controlled?
That's undecided so far. Again, it all has to fit.

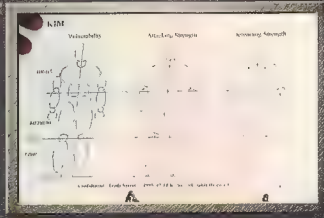
Will there be different endings for the characters?
Yes, but you won't get to see them with the game set on easy.

Any morphing?
No, that can't be done in a true 3-D gameplay. We are thinking of letting the Master use the moves of the other characters. We are even going to try some new things along that line that have never been done before, but I can't talk about that now.

You haven't shown any of your women fighters. Will they be alluring, like Chun-Li, or more traditional like the VF3 women?
We are wrestling with that issue. We want our women to be sexy, but we want them to be fighters, too. We are building our sex appeal in our women models, but our artists are resisting. You'll like what we have to offer.



The variety of outfits that the characters have range from medieval to punk-rock.



Kumite's combat system allows for fighters to suffer three levels of damage.

uses the Kimpo fighting style.

The game's boxing character is Reese who is a mix of Tyson and Rocky. He is agile and has built some kicking, tripping and foot-sweeping into his fighting style.

Master Lo is the ultimate fighter and the overseer of the tournament. All of the nine combatants are seeking to win the battle to be worthy of Master Lo's attention, which will be given to only one.

The game's music and sound effects also promise to be revolutionary. What the player hears in the game is determined by the level he or she is playing. For example, Lu will have Chinese music and language spoken in the background.

An even more impressive aural innovation is the dynamic nature of Kumite's sound and music--both will seem to emanate from their on-screen source. For example, in Reese's scene, there will be a bar, and music will be coming out through the open door. Depending on where you're standing in relation to the open door, the music will be either coming from the left or the right.

As you can see, 47-TEK has a very ambitious project ahead of them. Many of the concepts have never been used in a fighting game, and if accomplished here, Kumite will be the new standard to which all fighting games will be compared.

This title is scheduled for a November release, so keep your eyes on *EGM* for more inside information on this revolutionary fighter.

"Williams, Capcom and Sega just may have to go back to the drawing boards."

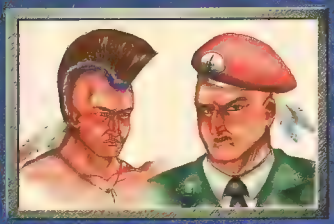
47-TEK has not commented about whether Lo will be playable, but he will be the "end boss."

The remaining three characters are Pai, Otaki and Kim. No information has been made available on these fighters at press time, but *EGM* is sure to be the first with their profiles as soon as they become available.

The arena for these games is the local "neighborhoods" of the combatants. Reese's arena will be an alleyway, Karambi's will be in the mountains in Indonesia and Marshall's will be a moonlit night in Arizona. The terrains will be similar to those in Tekken and Soul Edge. They will scale to the right and left, as far as the eye can see.

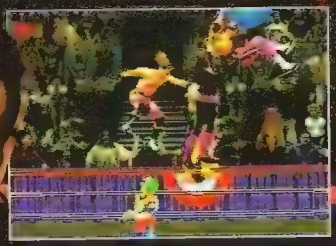


Not only are Kumite's characters 3-D rendered, they battle each other in three dimensional worlds as well.



Marshall (in two different poses) is a diverse warrior who likes to fight up close.

No Pain, No Game!



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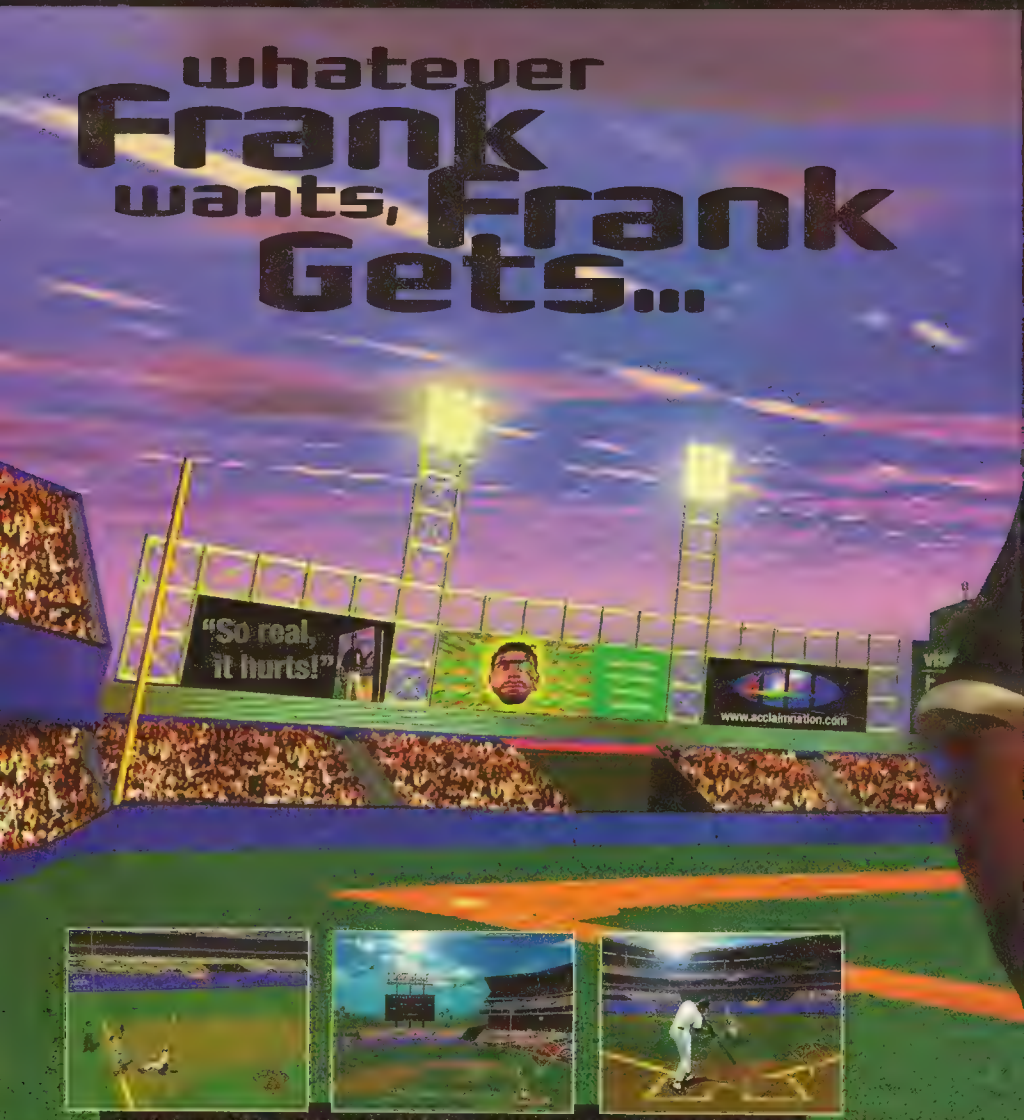
SATURN™
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whatever Frank wants, Frank Gets...



Frank demanded motion-captured fielding and computer-rendered perfection before he would unleash his home run power!

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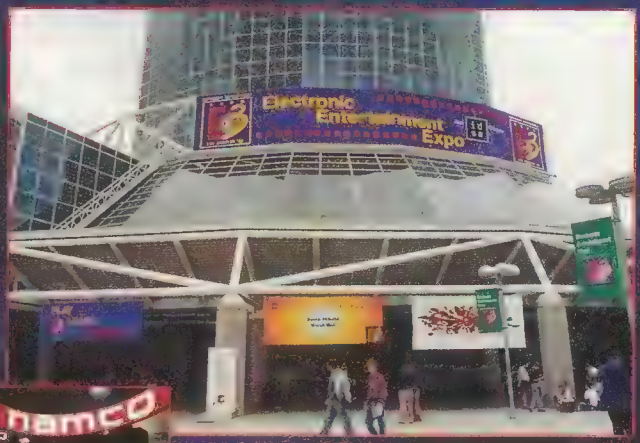

Frank wanted big technology to match his 2-time MVP-winning, power-hitting arms. He wanted 28 3-D rendered baseball stadiums to crank home runs. He wanted Motion Captured player sprites. He wanted authentic gameplay like pitchers losing arm strength. He wanted 6 modes of play, 9 pitch selections and 27 stat categories. And he wanted a ton of camera angles to check out the action. He got it... because whatever Frank wants Frank gets!
BIG HURT
Frank Thomas Big Hurt Baseball
SEGA SATURN
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E³: THE CITY OF ANGELS HOSTS ONE HELL OF A SHOW

Twenty-four hours. That's 1,440 minutes, which equals 86,400 seconds. That's the length of time *EGM* editors had during three days in May at the Electronic Entertainment Expo in Los Angeles. The length of time for *EGM* to get the skinny on more than 1,700 console and computer titles. Doing the math, that comes out roughly to 50 seconds per title. Now factor in the endless meetings with company bigwigs, late-night parties with software developers, video game tournaments and talks with Hollywood and sports stars...well, it sounds like a *Mission: Impossible* plot.

Yet, as these following pages (and editors' sore feet) will attest, *EGM* pulled off the miraculous feat, attacking every video game developer ever known (and a few still unknown) to bring you the "best" video games shown at E³.



So what does EGM mean by best? Well, imagine the following. Imagine that you had just 30 minutes to live, and your dying wish would be to play the best video game on the planet. Where would you go? Who would you visit? Let's see.



I suppose Nintendo would seem an obvious answer, with Super Mario 64 a game of choice. No other game at E³ sparked the curiosity (and long lines) like this 3-D adventure did. In its almost finished form, it already has the markings of becoming a revolutionary title. Besides that, you're dying to try out that N64 controller with the likes of Star Wars: Shadows of the Empire another game that caught most players' eyes.

Unfortunately, you've got just 30 minutes to live, and since Nintendo has a notorious rep for making people wait a long time for the N64, you decide to move along. Another obvious place to visit would be Sega. While Sonic X-Treme may be Sega's franchise, the best game may have well been one created by Sonic's creator, called NiGHTS. This flying fantasy adventure game wowed audiences with fluid animation and a convincingly real 3-D environment to explore. NiGHTS left no doubt that the Saturn can hold its own against the N64.

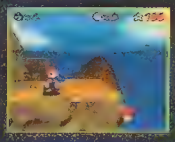
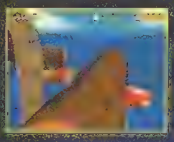
While playing NiGHTS, you notice a wall of monitors across the aisle, with smoke rising out of the floor to engulf onlookers. As you investigate, you realize it's the Sony PlayStation booth: You decide you must visit before you pass on. You run to see Sony's best game, Crash Bandicoot, a side-scrolling adventure that will go "mano o mano" with the likes of Mario and Sonic. As you settle into a playing booth, you notice its 3-D graphics look really sharp, while the cute mascot tugs at the strings of your heart.

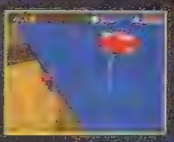
Speaking of heart, it's almost time for yours to go kaputz—that's when you realize you've forgotten all about sports games. You run to EA Sports to check out a glimpse of Madden—but you can't get in without an invite. Instead, you revisit Sony to see NCAA Game Breaker, a game that aims to be the collegiate football equivalent of NFL GameDay, and MLB Pennant Race baseball game.

You look at your watch, and realize to your horror that your 30 minutes have dwindled down to five—and there are hundreds of great games you have yet to see. As you collapse to the expo floor, your guardian angel materializes out of nowhere, hands you this issue of *EGM*, and says, "There's only a little time left."

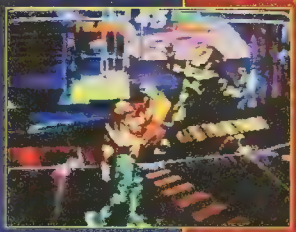
So what are you waiting for? The clock's ticking, so read on! ■



KILLER INSTINCT



First, Killer Instinct was introduced in the arcade. Then it went to the home systems. Now that it's a number one hit with thousands of gamers around the nation, Killer Instinct makes its way to the N64. Using the incredible tech-ery that the N64 will become known for, this version is bound to deliver the carnage. Breaker and Killers KI fans know and love. Ultra smooth 60 frames-per-second animation will show in brilliant realism what carnage is all about. Based on the version we played at the show, the game is simply incredible. No downgrades of quality here. Only the highest resolution graphics will come through on the N64 on this title. The screens so far have been animated. The game just still frames that show off what Killer Instinct for the 64 could be like. Stay tuned for more as it does during the actual game.

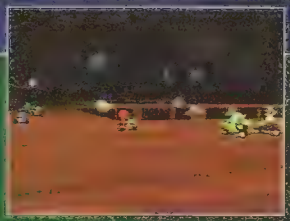




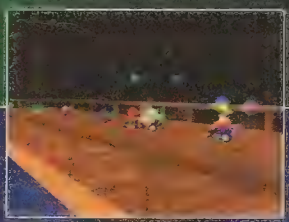
PUBLISHER	SYSTEM	THEME
Nintendo	NINTENDO64	Fighting
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
4th Qtr. / 1 or 2		64 Megs / 50%

SUPER MARIO KART R

Remember Super Mario Kart back in the good old 16-Bit days? The fun and merriment gamers had with that one will soon be transferred to the upcoming version for the Nintendo 64. With everything the original was and so much more, players are going to love the look and feel of SMKR for the new 64-Bit wonder. Gamers need not worry about losing the feel of the original now that it's being ported over to the N64. The player can be any one of four characters—to be announced. The N64 version will take advantage of the built-in four control ports on the system, so four-player Mario Kart no longer has to be just a dream! SMKR also has four different play modes: Time Attack, Vs. Match, Grand Prix and the popular Battle Mode. The graphics are done in the same style as the original but with higher resolution and larger areas to race in. For example, the haunted track (shown above and below) seems like you're racing in a giant void. The depth coupled with the echoed sound creates a great effect. Besides huge depth, some levels have fog and other effects to reproduce a real environment. If you couldn't get enough of Super Mario Kart back in the old days, check this one out!





SYSTEM	RELEASE DATE
NINTENDO64	4th Qtr.
	THEME
	Racing
PUBLISHER	SIZE
Nintendo	64 Megs
PLAYERS	% DONE
1-4	50%







BLAST CORPS





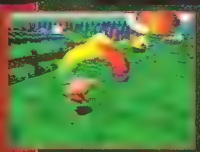


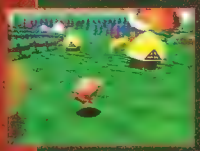
North America would be nothing but ash if a runaway missile carrier made contact with anything in its path of doom. You're picked to make sure that doesn't happen. This may sound like a lot of responsibility, but look at it this way: You get to control various high-powered vehicles of destruction to clear anything and everything out of the way. Remember that's *everything*. Houses, barns, buildings, trees, whatever might be in the missile's path. The beautiful thing is that points are awarded for the more you destroy. With the points you receive, upgrades can be purchased to gain more armor, weapons, new vehicles, etc. All of these upgrades are eventually available to gamers who make their way to later levels. The graphics look spectacular—especially the incredible explosions. Keep an eye out for destruction with Blast Corps!

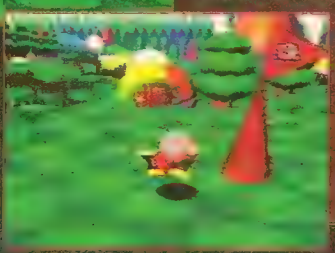
SYSTEM	RELEASE DATE
NINTENDO64	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Nintendo	64 Megs
PLAYERS	% DONE
1	40%

KIRBY'S AIR RIDE









When one thinks of snowboarding, what comes to mind? Guys wearing Oakleys doing death-defying tricks usually comes to mind. One also thinks of snow. None of these is found in Kirby's Air Ride, which instead stars that loveable multishaped puffball, Kirby. When the puffy one jumps on his board and struts his stuff, Kirby's AR should be a hit with all fans of Kirby and gamers who want a fun way to cruise around on a "snow" board and test their boarding skills. Besides using the four-player feature of the Nintendo 64, Kirby's Air Ride has the same incredible antialiasing graphics technology that many of the N64 games use. Taking full advantage of the N64 analog controller, all of Kirby's tricks should be a cinch. Kirby's AR will also have a random level generator so gamers can have new experiences.

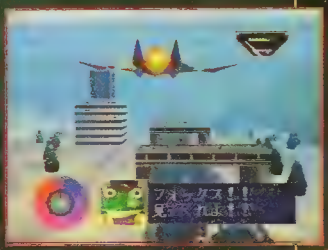
PUBLISHER	SYSTEM	THEME
Nintendo	NINTENDO64	Action
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
4th Qtr. / 1 or 2		64 Megs / 50%







STAR FOX 64





Based on the popular and technologically advanced Star Fox for the Super NES, Star Fox 64 on the Nintendo 64 looks like a big winner. The graphic effects that the N64 is capable of are used to their fullest potential with the fog effects and high speeds in this one. Whole new worlds will be introduced in the enhanced version of the wildly popular title originally released on the Super NES. While the gamer is restricted to flying along a set path through these worlds, the paths are wider than they were in the 16-Bit original, thus giving would-be McClouds more room to roam and destroy in the game. With the larger levels comes enhanced graphics. The greatly improved texture-mapped graphics in Star Fox 64 will give Fox McCloud and all of his animal team-mates a more realistic look as they fly their way to [illegible]



SYSTEM	RELEASE DATE
NINTENDO64	4th Qtr.
THEME	
Shooter	
PUBLISHER	SIZE
Nintendo	64 Megs
PLAYERS	% DONE
1	50%

CRUIS'N USA





Couldn't get enough of Cruis'n USA at the arcade? Gamers will be happy to know that it's coming to the Nintendo 64 in its true token-takin' form. And Cruis'n USA isn't just a sloppy conversion of the arcade game; the N64 version is a direct conversion that has all the tracks, all the cars, all the hidden surprises and everything else gamers raced to the arcade for. The player can choose from four vehicles--sports cars and buses alike. There is a variety of roads to burn rubber on, from city streets to the roads of the redwood forest of Northern California. It might not be a steering wheel, but the N64's analog controller should still give gamers the edge they need to maneuver their mobiles at high speeds. This first racer for the much-hyped Nintendo 64 could very well blow the doors off of every other racing title available for the home systems, even though the arcade version has been around for a relatively long time. So bulk up that lead foot, save your tokens and cruise the USA from your home.



PUBLISHER	SYSTEM	THEME
Nintendo	NINTENDO64	Racing
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
September	1 or 2	64 Megs / 75%



TUROK

THE DINOSAUR HUNTER

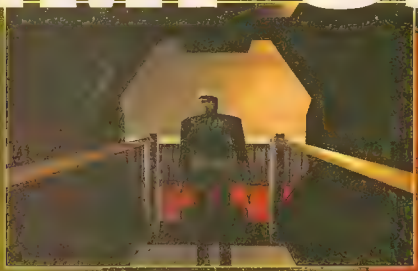


Steven Spielberg may have brought dinosaurs back to life in Jurassic Park, but it's your job to kill the computer-generated critters in Turok: Dinosaur Hunter. Turok, Valiant Comics' superhero, makes the jump from B.C. to A.D. in this title for the Nintendo 64. You control the gun-toting hero as he battles his way through hordes of various dinos. From the screen shots seen, Turok's carnivorous prey includes raptors and possibly the fearsome and toothy Tyrannosaurus Rex. Turok: Dinosaur Hunter looks to be a prehistoric romp through fog-enshrouded swamps, caves and jungle settings, all rendered in startlingly realistic texture-mapped graphics. Again, the N64 comes through with some excellent graphics—even though the game's still in early development. You might want to hunt this one down.



SYSTEM	RELEASE DATE
NINTENDO64	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Acclaim	64 Megs
PLAYERS	% DONE
1	65%

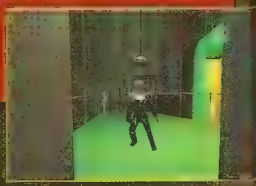
MISSION IMPOSSIBLE



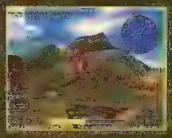
Get ready, it's time to accept it as we get ready to hit Nintendo 64 version of Mission Impossible, based on this summer's blockbuster suspense-laden film. Gamers choose from various missions filled with mystery, international conspiracy, gratuitous violence, assorted spy gadgetry and everything else the *Mission: Impossible* television series and film are known for. Even though the Doom genre is a little saturated, this first-person perspective title should be a lot of fun and make the gamer feel like he/she is right in the middle of an Impossible Mission Force mission. Of course, no one is supposed to know you're in the IMF, so don't take any prisoners. Fans of Mission Impossible and games of the like should enjoy this one all around. Hopefully the self-destruct sequence isn't activated after five seconds!



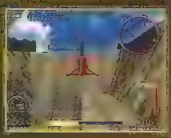




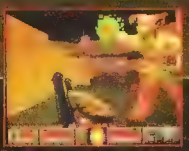
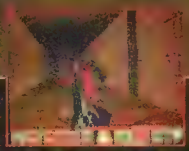
PUBLISHER	SYSTEM	THEME
Ocean	NINTENDO64	Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
1st Qtr '97	1	64 Megs / N/A







DOOM 64

Hellspawn look out! It's time to get Doomed on the Nintendo 64. Just when you thought you've played every possible version of Doom there is, Williams has created the be-all, end-all incarnation of this often-imitated, never-duplicated grandaddy of the first-person games. Gamers will find that Doom for the N64 is like no other version ever produced. Because of its superior technology, the Nintendo 64 will take Doom to a new level of gore and suspense. There's nothing like blowing away an imp or a cyberdemon in gory, full-antialiased glory. Besides the graphics, look for new levels and all-new characters. At press time, there was no word on whether a link-up option will be built into the game.

SYSTEM	RELEASE DATE
NINTENDO64	November
	THEME
	Action
PUBLISHER	SIZE
Williams	64 Megs
PLAYERS	% DONE
1	N/A

MK TRILOGY

If gamers couldn't get enough of the plethora of MK versions available for the various systems, why not get everything they love about the MK world—namely all Mortal Kombat versions in one glorious game. Mortal Kombat Trilogy for the N64 will have the entire MK series on one cart. All of the characters, all of the graphics, all of the sounds, all of the fatalities, all of the secrets—in other words, it has it all. Unlike versions for other platforms, the Nintendo 64 Mortal Kombat Trilogy should be a flawless victory, since the Nintendo 64 is a cart-based system—no load time. On top of this, the graphics will be identical—if not better than—the arcade. The sounds on the N64 version are as clear and biting as the arcade's—again, if not better. This collection could turn out to be the deadliest fighting-game combo of all time.

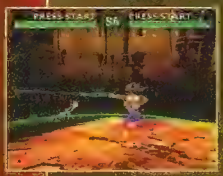




PUBLISHER	SYSTEM	THEME
Williams	NINTENDO64	Fighting
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1 or 2	64 Megs / N/A

WAR GODS

The upcoming arcade fighter War Gods is also coming to the Nintendo 64. This 3-D fighting game combines aspects of Toshinden and Mortal Kombat, mixing the two and coming up with a healthy fighting title chock-full of moves, combos and death. Like many fighters, there are standard moves such as fireballs and throws, as well as some special moves to be announced. The fighters are almighty War Gods who draw their powers from precious ores. The characters and backgrounds are in the style of rendered polygons and use a new digital-skin texture process to elevate the game's realism above that of past 3-D fighters.





PUBLISHER	SYSTEM	THEME
Williams	NINTENDO64	Fighting
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1 or 2	64 Megs / N/A

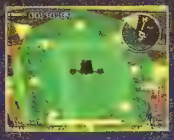
FREAK BOY



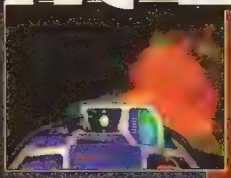

This early title from Virgin's in-house development team is an action/adventure game exclusively made for the Nintendo 64. Like many N64 games slated for release, the graphic effects that Freak Boy employs are morphing, antialiasing and others. This one immerses the player in a completely 3-D environment that, according to Virgin Interactive, "N64 players won't ever want to leave." During play, gamers can absorb the remnants of the alien planet that your race was transported to unwillingly. There are dozens of weapons to obtain throughout the game and each one can be tested before use. All together there are more than 50 enemies in 25 environmentally different worlds. Freak Boy looks super freaky!

SYSTEM	RELEASE DATE
NINTENDO64	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Virgin	64 Megs
PLAYERS	% DONE
1	N/A




ROBOTECH



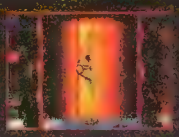
The Robotech cartoon series, which has drawn a sizeable cult following since its debut in the mid '80s, was full of outer-space dogfights and transforming, multiton mechs. In other words, it made the perfect subject for a video game. And now, thanks to the polygon-pushing power of the Nintendo 64, Robotech fans can hop behind the controls of a Veritech fighter and blast off on their own anime-inspired adventure. Crystal Dreams, which was written by a Robotech fan, is set just after the story depicted in the first Robotech series. Gamers will fly their Veritech fighter into battle against Zentraedi warriors, who never seem to let down their attacks on the newly constructed SDF-3 space fortress. As the game progresses, players will also run into familiar characters from the Robotech saga, such as Rick Hunter, Max Sterling and others. Like the television series, the game promises to be a blend of soap opera and space wars.





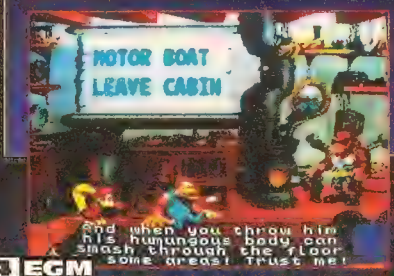
SYSTEM	RELEASE DATE
NINTENDO 64	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Gametek	64 Megs
PLAYERS	% DONE
1	N/A

DONKEY KONG COUNTRY 3

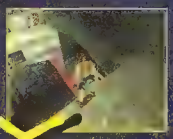
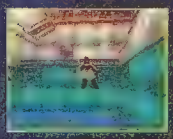


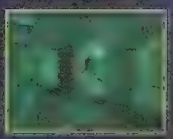



The wacky 32-megabit apes are coming soon to gamers on their Super NES with Donkey Kong Country 3. Featuring the same graphics as the other DKC versions released earlier, Donkey Kong Country 3 uses the same Advanced Computer Modeling (ACM for short) that gamers have come to know and love. A new character named Kiddy Kong makes his way into the game as Dixie's portly sidekick. He's not a smart chimp. Besides the characters you can control, you'll also meet dozens of enemies and friends on your wild adventure – just like in the prequels. And although DKC 3's graphics really shine, it's the title's gameplay that is the real star. The game features the same side-scrolling adventure as the other Donkey Kong Country titles, along with all of the secret items, hidden areas and all-new ways to travel. The quest should last more than 100 hours. Who would've thought a mere ape could make it this far?



PUBLISHER	SYSTEM	THEME
Nintendo		Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
November	1 or 2	32 Megs / 50%

BROKEN HELIX





Broken Helix offers far more than your average first-person adventure game. It incorporates elements of role-playing and strategy games, thus forcing you to think before you leap into action. As Jake, the game's hero, you wander through air ducts, alien atmosphere processors, warbot assembly plants, satellite link-up stations and other futuristic locations—all viewed in third-person perspective. Your mission is to seek out and destroy alien mutants. And there's plenty to explore, too; the game contains the equivalent of 6 million square feet of space to get lost in. You don't have to visit all these areas first-hand, though. The various locations are equipped with security cameras so Jake can keep his eyes on the bad guys and eavesdrop on their conversations. You'll rely more on your mind than y...

PUBLISHER	SYSTEM	THEME
Konami	PlayStation	1st-Person Action
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
4th Qtr. / 1 or 2		CD-ROM / N/A

BATMAN FOREVER



It's another bat-a-riffic adventure for Batman and his boy wonder. Batman Forever for the PlayStation plots both crime fighters against the Riddler and Two-Face just like the feature film. In the style of Final Fight, Batman Forever uses the side-scrolling fighter engine to let Batman show his enemies what pain is all about. The game features combos instead of the average, everyday punch-and-kick moves that most other side-scrolling fighters are known for. The animation is excellent, including dozens of frames of animation so the characters move and fight in a realistic manner. The graphics match the look of the movie—dark but at the same time ornamental. Each character has special powers and gadgets he or she can use in battle against various thugs and villains.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr
	THEME
	Action
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

EPIDEMIC



From what *EGM* saw of Epidemic, this title looks like another first-person game reminiscent of Doom. The main difference we saw? No imps or flaming skulls flying around here; only robot orbs and other mechanized jollies. The radar system used in Epidemic is very nice. The player being mostly nuts and bolts himself/herself, a little destruction of the evil side of the robot spectrum should be fun. The run mode is a unique touch; being able to fly across the screen ambushing little spheres before they can even get a shot off. The sci-fi theme of Epidemic looks interesting. More to come later.

SYSTEM	RELEASE DATE
PlayStation	October
	THEME
	1st-Person Action
PUBLISHER	SIZE
Sony Comp Ent.	CD-ROM
PLAYERS	% DONE
1	N/A

TENKA



This first-person 3-D Doom-ish game looks to be more than just a violence-filled walk through different levels. Tenka has some major objectives. This title, with over 15 levels in four missions, has specific mission tasks instead of just finding an exit or triggering a switch. This, according to Mark Day, PR manager for Psygnosis, is what sets Tenka apart from being a simple Doom clone. Details are still early but from inside info *EGM* received on Tenka, it looks like your character is part of an underground resistance group. You have an array of weapons that morph on screen when changed. Keep an eye out.

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
	THEME
	1st-Person Action
PUBLISHER	SIZE
Psygnosis	CD-ROM
PLAYERS	% DONE
1	N/A



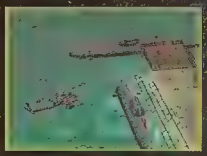
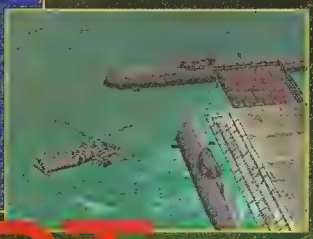




SOVIET STRIKE



Gamers couldn't get enough of Desert Strike and Jungle Strike for the 16-Bit home systems. Because of this demand, the same team that brought out the original is producing a new Strike to check out. Soviet Strike for the Sony PlayStation uses the same great control and awesome type of missions the originals are known for. The enhanced features of Soviet Strike include: enhanced AI so enemies won't attack in the same way each time, state-of-the-art graphics and EA's new IMS sound technology which provides improved dynamics. This new version also includes multiple camera angles. The top headlines in today's news reflect the nature of your missions.

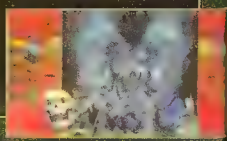



SYSTEM	RELEASE DATE
PlayStation	November
THEME	
Action	
PUBLISHER	SIZE
Electronic Arts	CD-ROM
PLAYERS	% DONE
1	N/A

CRYPT KILLER



The coin-op version of Crypt Killer hit the arcade some time ago. Now the arcade game is making its way home—to your home for the Sony PlayStation. Crypt Killer is a 3-D shooting game with the gun but it also uses the controller. Some of the enemies you'll face in your walk through horror include: skeletons, gargoyles and seven-headed hydras. In other words, this one isn't for the weak at heart. A total of six worlds are available for play, each with different moods. The game automatically scrolls like most arcade shooting games. Depending on where you are in the game at a particular time, it speeds up and slows down giving more personality to the play.



SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
THEME	
Action	
PUBLISHER	SIZE
Konami	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

City Of Lost CHILDREN

Based on the film with the same name, City of Lost Children for the Sony PlayStation is an adventure title bound to give gamers a surreal experience. The graphics in this one are rendered and have shading and lighting effects to add realism. With incredible cinematics and gameplay to match, this one should give players quite a ride. A wide cast of strange characters allows for interesting play. The soundtrack is done by the same composer who did the music for *Twin Peaks*.




PUBLISHER	SYSTEM	THEME
Psygnosis	PlayStation	Adventure
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1	CD-ROM / N/A







DUKE NUKEM 3D



There's been plenty of Doom clones, but what makes one stand out from the rest? The key is to have a title that takes the genre and twists it into something brand new. That's where Duke Nukem 3D comes into play, taking the first-person style and throwing in a new graphical look, with a punisher-esque attitude and a whole array of weaponry. With more than 30 levels—some hidden, some not—this one is bound to keep even the biggest Duke enthusiast busy. The voice-overs, giving the gamer a look into the attitude of Duke Nukem, are funny and fitting. The player, controlling Duke, battles the evil aliens that have started taking over the areas you jump into. The player's job is to defeat the aliens and save what's left of the stumbling Duke world. In other words: get ready to nuke 'em!

SYSTEM	RELEASE DATE
PlayStation	December
	THEME
	Action
PUBLISHER	SIZE
GT Interactive	CD-ROM
PLAYERS	% DONE
1	N/A

DRAGONHEART



Although the summer creature feature *Dragonheart* only stars one dragon, this movie-based game has the player facing a whole horde of the scaly, winged reptiles. Dragonheart is a fighting game whose chief claim to fame will probably be the vast number of moves you can master. The game's full of more than 120 moves, and you'll need to learn the majority of them to annihilate the Dragonheart's collection of fire-breathing dragons and weapon-wielding humans. Your goal in the game is to restore the Warrior's Code to the land—a goal you can only achieve through constant combat. And since the game is based on a film featuring high-quality computer graphics, the Dragonheart game will no doubt feature some astounding visuals as well.



SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Fighting
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1	N/A

DUCKMAN

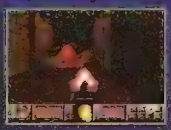


He's a smart-mouthed, tie-wearing duck who's rarely politically correct. He's Duckman, the hero of the popular USA Network animated series, and now he's the star of his own graphic adventure.

sound familiar, since many of the show's actors recorded Duckman's dialogue.

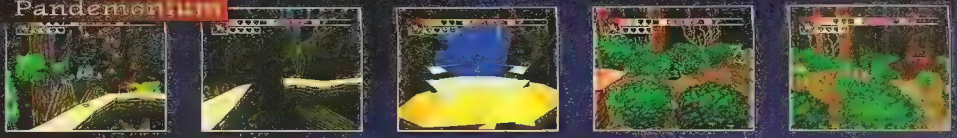
SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
	THEME
	Action
PUBLISHER	SIZE
Playmates	CD-ROM
PLAYERS	% DONE
1	N/A

FINAL DOOM



The nightmarish adventure that began in the custom PlayStation version of Doom continues in Final Doom, the sequel to the goriest first-person adventure ever to hit the Sony system. Final Doom is made up of 32 brand-new levels, and these are divided into three nightmarish episodes unique to the multiplatform Doom franchise. Like the custom edition, Final Doom also features a Link-Cable option, which lets two players hunt each other through five new Death Match levels. The game also boasts improved colors, sound effects and music over the PlayStation original. And, true to its Doom roots, the Final Doom's infested with hellish monsters and loaded with puzzles and traps.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Williams	CD-ROM
PLAYERS	% DONE
1	N/A



FLYING SAUCER

Before Flying Saucer, gamers thought alien abduction was just a phenomenon that occurred in the middle of nowhere. If at all. You control a character whose friend Emily has just been abducted by an unknown alien race. Using only small clues left behind, you set out to find her. The clues lead you to Area 51, a top-secret facility in Nevada. After infiltrating the government's base and stealing a saucer, you set out to find Emily. This one features an all-new 3D engine, stories and modeling based on actual events and the Area 51 research facility. Any fan of *The X-Files* will surely enjoy Flying Saucer.





PUBLISHER	SYSTEM	THEME
Any River	PlayStation	Action
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
1st Qtr. '97 / 1		CD-ROM / N/A

INCREDIBLE HULK

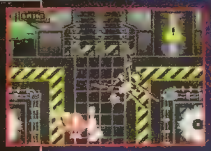


When the Hulk gets angry, he smashes. This game offers every Hulk fan the chance to slip into the torn pants of the mean, green smashing machine. The Hulk battles through 14 levels of action in this 3-D adventure game. He has complete freedom of movement in the game, in all directions. The game's levels are from classic Hulk comic books. Hulk has all the muscle he needs to deal with them; he has 20 offensive and defensive moves. Besides bad guys, the Hulk also has to contend with evil robots, laser cannons, lava-pools and other hazards.

SYSTEM	RELEASE DATE
PlayStation	1st Qtr. '97
THEME	
Action	
PUBLISHER	SIZE
Eidos Interactive	CD-ROM
PLAYERS	% DONE
1	N/A

H.O.S.T.

Deep in space an off-world mining colony is held in the clutches of insane robots that have been infected with a strange alien virus. The lives of the entire colony are in your hands. H.O.S.T. is an action/adventure title that'll make you even more paranoid of viruses. The H.O.S.T. is the only cure for the virus. By assuming the role of the various droids, that increase in power as the player goes through the game, the player can make his/her way to the root of the infection. Some features include: Hi-res, rendered graphics, 360-degree firing so destroying the enemy bots can be easier, 25 levels on the space colony and multiple characters and weapons to choose from. Now gamers can be good H.O.S.T.s



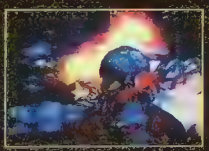


PUBLISHER	SYSTEM	THEME
MGM Interactive	PlayStation	Action
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
4th Qtr. / 1		CD-ROM / N/A

GHOST RIDER

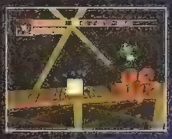
SYSTEM	RELEASE DATE
PlayStation	1997
THEME	
Action	
PUBLISHER	SIZE
Crystal Dynamics	CD-ROM
PLAYERS	% DONE
N/A	N/A

Crystal Dynamics has some great original titles and they are aggressively seeking out licenses as well. Ghost Rider was previewed with some awesome 3-D rendered graphics and excellent use of camera tracking. The 32-Bit platform is a great place to preview a character of this nature with intense burning effects and eerie voice-overs. This is one game that will really follow the nature of the comic as Ghost Rider protects the innocent and torments the guilty with the pain they've inflicted on others. Amidst the detailed graphics and great audio, there will be several cameo appearances by other Marvel superstars. Ghost Rider will have it all.

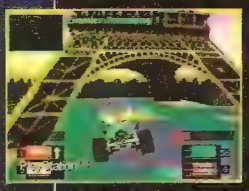







TWISTED METAL 2



The sequel to the original is making its way to the PlayStation. According to SCEA, TM2: World Tour will be even more amazing than before since the programmers have had a year to learn the tricks of the trade. The new version has no preset tracks to limit the player's movements. Like the first one, the vehicles in Twisted Metal 2 have been designed for death and destruction—the difference is that the various trucks and cars have more special attacks than before. The new vehicles include a hearse, a bulldozer, a race car and an armed man, strapped to two giant wheels. Exploring the new levels and blowing up objects and enemies alike

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
PUBLISHER	THEME
Sony Interactive	Action
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

GALAXIAN 3

Few video-game sequels have enjoyed more improvements over their predecessors than Galaxian 3, whose eye-poppin 3-D graphics are years ahead of those in its 2-D prequels. Now that Namco is developing a new version of the target-rich shooter, the game is going to be enhanced again. Features include shooting contests between players, a multiplayer mode, and a player-evaluation option that rates your shooting skills and saves the statistics to memory card. You can even select four new types of weapons that were missing from the arcade machine



SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Shooter
PUBLISHER	SIZE
Namco	CD-ROM
PLAYERS	% DONE
1	N/A

MK TRILOGY

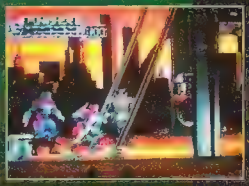
The blood will be flowing in rivers from this title. Mortal Kombat Trilogy features not one, not two—but all three Mortal Kombat games. That means it will have all the moves, fatalities, babalities, animalities, friendships—everything that kept gamers in lines before the first three arcade machines. And for the first time, all three games can be played at home with their crisp graphics and sounds intact, thanks to the power of the PlayStation. This compilation promises to have all the fighters from the three games, too—secret guys like Noob Saibot and Smoke



SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Fighting
PUBLISHER	SIZE
Williams	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

MARVEL 2099

It's the year 2099 A.D. and the world has been ravaged by many wars. Now, it is full of mutants, super humans and beings with more power than they know what to do with. A super-villain by the name of Anthony Herod is trying to gain control and dominate the land. Your mission is to lead a group of mutants and super humans against Herod and finally against Doom. Your group consists of Spider-Man 2099, Punisher 2099, X-Men 2099, Ghost Rider 2099, Fantastic Four 2099, Hulk 2099 just to name a few of the over 40 comic book characters that will be included in the game. You must destroy Herod and company to foil his dastardly plan.




PUBLISHER	SYSTEM	THEME
Mindscape	PlayStation	Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1	CD-ROM / N/A

DISCWORLD 2



Psygnosis previewed the sequel to DiscWorld, a popular point-and-click adventure game. Based on the Terry Pratchet novels, players once again take control of the ill-fated wizard Rincewind and the faithful Luggage. The details of the new story are being kept rather secret, but if it's anything like the original, expect lots of humor. The graphics of DiscWorld 2 look astounding, comparable to Dragon's Lair, but with gameplay of the original. The cartoony quality of these graphics goes along great with the wacky humor throughout the game. DiscWorld 2 will first appear on the PC, but also on the PlayStation. It's unknown what enhancements the PS version will have. Will Rincewind ever get out of trouble? Play and find out

SYSTEM	RELEASE DATE
PlayStation	4th Qtr
	THEME
	Adventure
PUBLISHER	SIZE
Psygnosis	CD-ROM
PLAYERS	% DONE
1	N/A

BLACK DAWN

There's a Black Dawn on the horizon if gamers are ready for 28 missions filled with helicopter combat. Done in 3-D graphics, Black Dawn was programmed and developed by Black Ops, the same company that did Agile Warrior. A two-player mode has been included so gamers can cooperate in each mission. One can ward off enemy copters as the other rescues hostages. The fully controllable camera allows for full view of each player and all surroundings. As the gamer makes his/her way through various levels, he/she will find missions in cities, mountains and deserts. Black Dawn features digital music and effects.



PUBLISHER	SYSTEM	THEME
Virgin	PlayStation	Flight Sim
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
4th Qtr. / 1 or 2		CD-ROM / N/A

NANOTEK WARRIORS



This one is a shoot-'em-up based in a microscopic environment. It's the 23rd century, and humanity has created ultra-tiny robots to meet its every need. As commander of a microscopic NanoTech ship, you seek out and destroy the Nano-robots through 10 increasingly smaller environments. The waves of opposing Nano-warriors come in a variety of forms, each with its own animations and play mechanics. But you have a few tricks up your tiny sleeve too. Your ship can perform barrel rolls, dart through hyper space and pull off many more life-saving maneuvers. You'll also find hidden power-ups and other secrets throughout the game. Nanotek Warriors' texture-mapped graphics feature Gouraud shading. The soundtrack is techno so it should go well with the game.

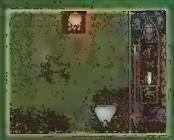
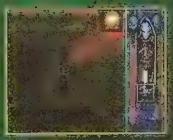
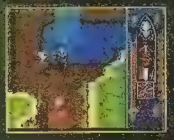
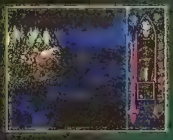
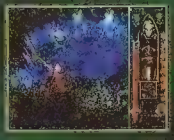
SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Virgin	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

QUAKE

First there was Wolfenstein 3D for the PC way back when. Then Doom came and literally blew away gamers around the world. There have been clones but now Quake is coming to rumble up some earth and prove to gamers that it has what it takes to conquer all of the clones around. Will it do it? Using far more polygons and higher resolution than Doom ever imagined, Quake looks ultra-realistic. Its lighting, shading and fog effects are eerie and make the Quake environment disturbingly real. From what we've seen and played so far, Quake might just be the next big thing. Will it make it in the world of first-person action games out there?



PUBLISHER	SYSTEM	THEME
GT Interactive	PlayStation	3-D Shooter
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
1st Qtr. '97 / Multi		CD-ROM / N/A

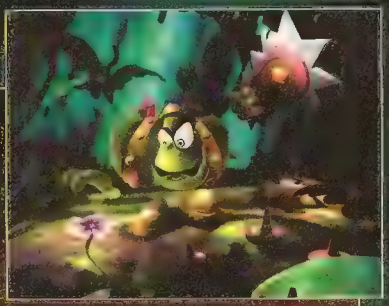
VIPER RED SECTOR

Yet another creation of mankind goes bad and turns against its creators in Viper: Operation Red Sector, a game of flight simulation and aerial combat. You play the role of the only fighter pilot on Earth whose brainwaves can control a squadron of robot fighter planes, which were designed to eliminate a race of irate synthetic humanoids. You guide these planes, one at a time, against the enemy in six campaigns and more than 40 sorties. Your planes don't fly on rails; you get to [illegible] where you want it to go. The game's [illegible] environments [illegible] a fast-paced arcade intelligent [illegible]



SYSTEM	RELEASE DATE
PlayStation	December
	THEME
	Action
PUBLISHER	SIZE
New World Comp	CD-ROM
PLAYERS	% DONE
1	N/A

RAYMAN 2



UBI Soft previewed Rayman 2 for the PlayStation. Many thought the cartoon-like graphics of the original could not be improved upon, but this sequel is vastly improved. Rayman 2 sports more animation than the original, particularly when dealing with the enemies. The graphics match the animation—they're rendered, rather than hand-drawn. It looks like a worthy sequel.

PUBLISHER	SYSTEM	THEME
Ubi Soft	PlayStation	Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1	CD-ROM / N/A

SLAM SCAPE

The gamer controls a hovercraft vehicle in this title. The graphics look rendered along with some digitized graphics thrown in. There are many weapons to choose from and dozens of upgrades to obtain while sliding around the levels. The jet boost is a neat effect because you go so incredibly fast and crash into walls at high speeds. The imagery is surrealistic in style much like a nightmare. Some enemies include a giant, fire-spitting ferris wheel and the tilt-a-whirl of doom. Watch for this one.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Viacom	CD-ROM
PLAYERS	% DONE
1	N/A



SIMCITY 2000

Straight from the PC comes SC 2000, which lets you build your own working city. You design the roads, place the houses and start industries. You have to balance your resources out and plan carefully if you're going to keep everyone happy. Not only do you have to worry about supplying everyone with electricity and water, but you must make sure they can reach their jobs and homes as well. SimCity 2000 never gets old because there are so many different types of cities to construct. SimCity 2000 is a megalomaniac's dream. Where else can you control an entire city whose blueprints come from your mind?



PUBLISHER	SYSTEM	THEME
Maxis	PlayStation	Simulation
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1	CD-ROM / 90 %



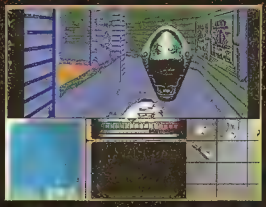
STAR GLADIATOR



Capcom has always kept their noses out of the world of 3-D fighting games. With Star Gladiator the third dimension will no longer be off limits. This game is a direct conversion of the arcade. The player can choose from 10 fighters, each having his/her own weapons. Star Gladiator uses dozens of special effects including transparencies, motion blurs and lighting and reflection effects. The graphics are 3-D polygon and the animation of the graphics is supposed to be top-notch. The game is also supported by a story line set in the future where only a few gladiators are left worthy enough to fight to determine the fate of the Earth. Look for major damage in this one, the effects make it great.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Fighting
PUBLISHER	SIZE
Capcom	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

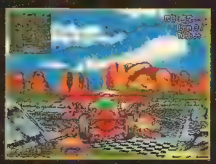
STAR TREK GENERATIONS



Based on the movie that brought two generations of Star Trekkers together, this game drops players into the captain's chair of the Enterprise and warps them into an outer-space adventure. Star Trek: Generations is a mix of first-person action sequences, ship-to-ship strategy battles in the stellar cartography room and original cinematics. It follows the events in the film closely and has you battling the evil Soran across several different worlds. The first-person and space-battle portions of the games are portrayed using 3-D texture-mapped graphics, and the film's music and sound effects are also used in the game. But what really adds aural authenticity to Star Trek: Generations is its use of the voices of the film's cast including William Shatner and Patrick Stewart along with several others.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Action
PUBLISHER	SIZE
Spectrum Holobyte	CD-ROM
PLAYERS	% DONE
1	N/A

STREET RACER DELUXE



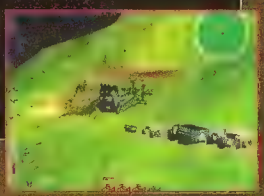
What happens when a gamer takes one part Mario Kart and one part Street Fighter and stirs them up in a large glass bowl? Although one might think nothing, the end result is Street Racer Deluxe for the Saturn and PlayStation. This 3-D racer that has a cartoony look, doesn't try to be the most graphically superior title out. From the looks, it's funny and bizarre. The gameplay is similar to Mario Kart and B.C. Racers. Players have guns to help them make it to the finish line in a timely fashion. Some of the players include Frank Insten Surf Sister, not to mention others.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME
	Driving
PUBLISHER	SIZE
Ubi Soft	CD-ROM
PLAYERS	% DONE
1-8	N/A

STRIKE POINT

Strike Point was yet another of the many flight games that were shown at E3. You fly a helicopter in this one, and your goal is to navigate through the terrain of 10 different landscapes. But Strike Point is more of an action game than a flight sim, so there are plenty of enemies for you to shoot down. You can fly through the levels in first- or third-person perspective. A fellow chopper-jockey can come along for the ride, too–Strike Point supports two-player cooperative and competitive play. The two-player games are displayed in a vertical, split-screen perspective. The game also offers three different helicopters from which you can choose. But choose wisely; Strike Point's levels are riddled with enemies that will no-doubt take advantage of your flight tactics.

SYSTEM	RELEASE DATE
PlayStation	3rd Qtr.
	THEME
	Flying
PUBLISHER	SIZE
American Technos	CD-ROM
PLAYERS	% DONE
1	N/A





TOBAL No. 1



The undisputed king of console role-playing games (Square developed the immensely popular Final Fantasy series) is trying to expand its reign over another genre—fighting games—with Tobal No. 1. This futuristic 3-D fighter is set on the planet Tobal, where natives occasionally hold a fighting competition called "Tobal Number One" to determine who is the planet's top fighter. Players have complete freedom to move around in the 3-D environment. Players can attack their opponents from the left, right, front and behind. It looks sharp but it's too early to tell if this title will grant Square Final Fantasy–like success in the world of fighting.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME: Fighting
PUBLISHER: Sony Comp Ent	SIZE: CD-ROM
PLAYERS: 1 or 2	% DONE: N/A

SUIKODEN

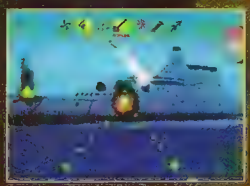


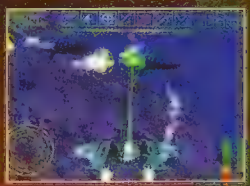
PlayStation owners fret no more. Another RPG is coming for your system. This Konami title, however, should ease gamers' fears. This title features a lengthy story line and a large world full of more than 100 characters with which you can interact. Suikoden is brought to life with 2-D and 3-D texture-mapped graphics, as well as numerous cut scenes. And the game's music helps tell the story, too—Suikoden features an interactive soundtrack. Suikoden should help satisfy many PlayStation owners' ravenous appetite for RPGs with adventure.

SYSTEM	RELEASE DATE
PlayStation	4th Qtr.
	THEME: RPG
PUBLISHER: Konami	SIZE: CD-ROM
PLAYERS: 1	% DONE: N/A

TIGER SHARK

With a story like Crimson Tide with a twist, Tiger Shark for the Playstation puts you up against a renegade sub commander with one thing on his mind: destruction. The gamer controls a new, highly maneuverable, heavily-armored sub that's capable of going above and below the surface to get the job done. This way nothing can get away from you—ships and submarines alike. It features several weapon types as well. According to GT Interactive, Tiger Shark's fast-action sequences, coupled with smooth graphics give gamers an exciting trip. From what we've seen Tiger Shark looks pretty good as long as the control stays up to our standards.





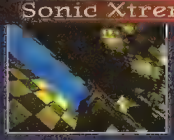
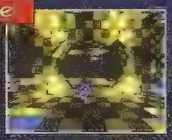
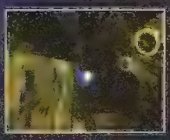
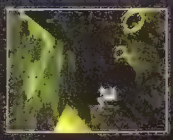
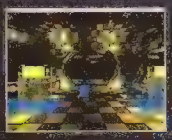
PUBLISHER	SYSTEM	THEME
GT Interactive	PlayStation	3-D Shooter
RELEASE DATE: 1st Qtr. '97	PLAYERS: N/A	SIZE: CD-ROM
		% COMPLETE: N/A

WETLANDS

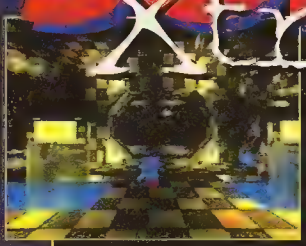


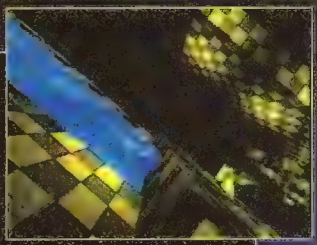
Players will get their feet wet in Wetlands, a futuristic adventure game full of action and mystery. You play the role of a tracker, who has been hired by the authorities of a distant planet to recapture a dangerous escaped prisoner. The prisoner left only one clue behind, a note reading "Wetlands. April 6." So you, as the tracker, have to journey to the water-covered planet Wetlands and track down the prisoner before the April 6 deadline. Your pursuit will take you above and below water and through various underwater facilities, all the while fending off thugs and solving mysteries. The game's graphics were created using roto-scoped cel animation techniques.

SYSTEM	RELEASE DATE
PlayStation	December
	THEME: Action
PUBLISHER: New World Comp	SIZE: CD-ROM
PLAYERS: 1	% DONE: N/A

SONIC Xtreme

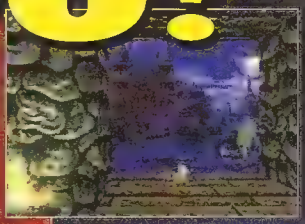




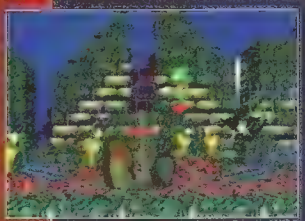
Sega's blue mascot isn't going to sit around and let the 3-D gaming craze pass him by. In Xtreme, Sonic breaks out of his 2-D mold to run around in a completely textured-polygon 3-D environment that rotates a full 360 degrees—an impressive effect when Sonic rolls up a wall, making the whole world rotate around him. Sonic's not limited to side-to-side movement only; he can also walk toward and away from the screen as well. In addition to his Spin Dash, Sonic also has a Spin Slash (which transforms him into a high-speed sawblade) and Sonic Streak. The storyline holds true with the series, with Dr. Robotnik kidnapping two of Sonic's buddies. At E³, Sega had only a timed bonus around for gamers to try out, but with its high frame, and smooth 3-D background shifting, it certainly showed the potential to do battle with Super Mario 64.

PUBLISHER		SYSTEM	THEME	
Sega			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
November	1		CD-ROM	N/A

BUG TOO!

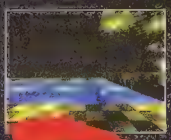
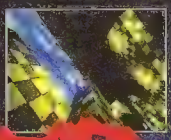
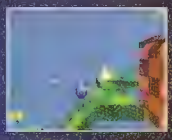
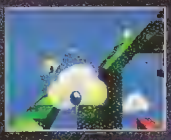


Last year's innovative Saturn side-scroller Bug! has spawned a sequel, Bug Too!, which continues the adventures of the original's insect protagonist. Bug Too! features the same style of 3-D graphics that made the first game so revolutionary, but the sequel also packs a new graphics engine that gives the game an even more heightened sense of depth. The graphics themselves are slightly enhanced, but overall the game looks and plays much the same as its prequel. Other new features include faster gameplay—now Bug can run—and special effects that bring to life several surrealistic levels. Now Bug can scurry through a medieval dungeon, outer space, underwater and a kaleidoscope. And, just as in the original, Bug can follow several, multidirectional paths that branch toward and away from the screen. Bug's not alone in his new adventure, either; two new characters join Bug and help keep him from being exterminated. Called Maggot Dog and Super Fly, they come complete with Sega's trademark attitudes.

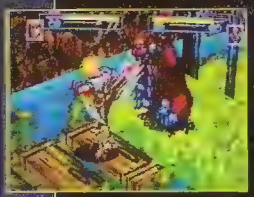




PUBLISHER		SYSTEM	THEME	
Sega			Action	
RELEASE DATE	PLAYERS		SIZE	% COMPLETE
November	1		CD-ROM	N/A

DARK SAVIOR



Sega is billing Dark Savior as a role-playing game, but the title's varied gameplay appears to encompass more than RPG elements. Your character—who's out to avenge the death of his friend—walks, jumps and attacks in all directions through a scrolling 3-D world. The graphics resemble those in the Genesis RPG classic Landstalkers, except you can position your viewpoint anywhere you want. You'll wander through swamps, forests, caves and castles. Dark Savior also includes elements of fighting games. You fight bosses in one-on-one bouts.

SYSTEM	RELEASE DATE
	4th Qtr.
THEME	
RPG	
PUBLISHER	SIZE
Sega	CD-ROM
PLAYERS	% DONE
1	N/A

MISTER BONES



Meet Mr. Bones, a blue-eyed, guitar-playing undead skeleton set out to destroy someone named Dagoulian and his Army of Darkness in this spine-tingling adventure game.

The character's design actually has a strong connection to the gameplay. When Mr. Bones gets hit he loses some of his body parts. He then must retrieve them before he literally falls apart. Like a true contortionist, Mr. Bones can also shift his body parts to perform special moves, such as shortening his legs to move under tight crevices or connect his arms and legs to access hard-to-reach areas.

PUBLISHER	SYSTEM	THEME
Sega		Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
October	1	CD-ROM / N/A

PINKY AND THE BRAIN

Warner Bros.' maniacal Animaniac character The Brain and his not-so-brainy partner Pinky will soon make their video-game debut in this Saturn title—courtesy of Konami. If you're not familiar with the pair, Brain, of course, is the smarter of the duo, and he uses his genius to devise plans for taking over the world. Pinky, on the other hand, ain't all that interested in world domination. He just hangs out with his pal The Brain and usually fouls his partner's plans. The Saturn version will follow this wacky story line with The Brain heading off on yet another insanity-riddled adventure and Pinky just going along for company.





PUBLISHER	SYSTEM	THEME
Konami		Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
1st Qtr. '97	1	CD-ROM / N/A

HARD BOILED

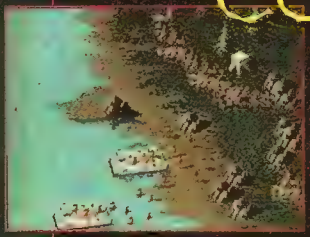
From the pages of comic books to video-game screens comes Hard Boiled, a 3-D flying game based on the Dark Horse comic. Hard Boiled is a single-player game featuring realtime 3-D graphics, a variety of weapons and several air cars to fly. You guide your flying car through wave after wave of enemies, avoiding obstacles while trying to reach the end of each level before you run out of time.



SYSTEM	RELEASE DATE
	October
THEME	
Flying	
PUBLISHER	SIZE
GTE Interactive	CD-ROM
PLAYERS	% DONE
1	N/A



COMMAND & conquer





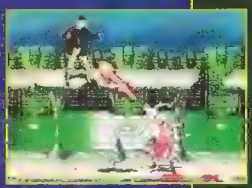
Command & Conquer is making its next strategic move to the Sega Saturn. Based on the original version for the PC, C&C for the Saturn will be taking advantage of the Saturn's graphic capabilities. The player can choose from two forces. The first team is called the Global Defense Initiative. They are the good guys of the game. The second team, called the Brotherhood of Nod are the bad ones. The gameplay is like Dune II and Warcraft using strategy and plenty of armor, weapon and base upgrades to choose from. There are dozens of missions to complete so gamers should have a field day with this one. The object is to collect as much Tiberium as possible. Command & Conquer features over 90 minutes of video that contain live actors and 3-D-rendered cinemas. Unlike some other games that have odd video sequences, C&C uses actors that seem real.

PUBLISHER	SYSTEM	THEME
Virgin		Strategy
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
1st Qtr. '97	1 or 2	CD-ROM / N/A

BATTLE MONSTERS

Gamers tired of pitting weak little humans against each other in fighting games will want to check out Battle Monsters. This new fighter stars 12 monsters, such as flesh-eating zombies, sword-swinging skeletons, slimy aliens and other classic and sinister creatures. Battle Monsters is yet another of many 2-D fighters, but, like the Mortal Kombat series, it features digitized characters. In another nod to the Mortal Kombat, Battle Monsters' characters gush blood when they're injured. This title promises an array of special moves. All the battles take place in front of Gothic backgrounds, which add to the game's frightening monster-mash theme.





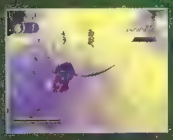
PUBLISHER	SYSTEM	THEME
Acclaim		Fighting
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr. '96	1 or 2	CD-ROM / N/A

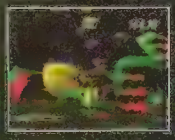
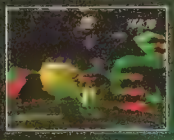
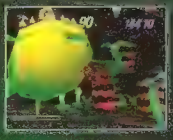
BEDLAM



when evil aliens are involved I guess

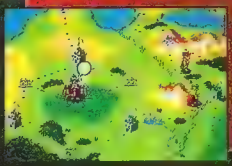
SYSTEM	RELEASE DATE
	October
	THEME
	Action
PUBLISHER	SIZE
GT Interactive	CD-ROM
PLAYERS	% DONE
1 or 2	N/A



DRAGON FORCE

The company that brought the Saturn its first role-playing game is bringing it another, and this new game contains elements of the strategy war-game genre, too. Working Designs, who developed Shining Wisdom for the Saturn, is releasing Dragon Force, a game of adventure and combat that's presented in an overhead perspective. The player controls one of eight different warlords, each with his own story line. Use your warlord's huge army to siege the castles of your enemies.




PUBLISHER	SYSTEM	THEME
Working Designs		Strategy
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
3rd Qtr.	1	CD-ROM / N/A

DARK RIFT



This 3-D polygon fighter coming soon uses heavy characters with some fierce weapons. From the looks of it, Dark Rift is set in the future as the gamer competes for a title of some kind. There were only two characters available to play at the show but there are many more promised. The exaggerated movements and weapon attacks of the characters make the moves more dramatic than average punches and kicks. The graphics are rendered polygons put against a painted background.

SYSTEM	RELEASE DATE
	4th Qtr.
THEME	
Fighting	
PUBLISHER	SIZE
Vic Tokai	CD-ROM
PLAYERS	% DONE
1	N/A

ID4

Based on what could be the hottest movie of the year, *Independence Day*, this new game puts you in the role of mankind's last hope. Aliens have started attacking the Earth, and you must pilot your fighters against the enemy forces. Dogfight above the war-torn battlegrounds that used to be Earth's cities. Harness the powers of technology with your ships armed with the deadliest weaponry known to man. Build up an armed fleet of different fighter jets, from the FA-18s to Soviet Migs. The enemy is no push-over as they are armed with City Destroyers and Motherships. Can you stop the relentless attack of the alien invaders?



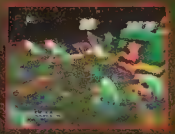
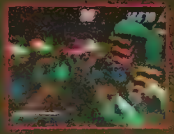

PUBLISHER	SYSTEM	THEME
Fox Interactive		Flying
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
October	1	CD-ROM / N/A

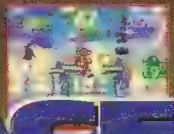
CROW CITY OF ANGELS

SYSTEM	RELEASE DATE
	4th Qtr.
THEME	
Action	
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1	N/A

Acclaim has snatched up the rights to produce a game based on the new Crow film: City of Angels. Set in a desolate city, Crow: COA brings another soul back from the dead to get revenge for his untimely death. While the game was still extremely early, the basic game mechanics could be tried out. Crow's perspective is similar to that of Resident Evil, viewed from a three-fourths perspective. You are equipped with a variety of punches and kicks which you deal out to sleazy punks.



SPACE HULK

This sci-fi thriller is based on the boardgame of the same name. Command a platoon of Space Marines into the tangled wreckage of a "Space Hulk." Vicious aliens known as Genestealers lurk within the corridors, waiting to strike. Strategically maneuver your marines through the maze-like structures, as you try to meet a variety of objectives. Space Hulk will test your nerves as you unleash round after round from your Bolt guns into the aliens. Space Hulk takes advantage of the PlayStation's capabilities to bring the horror of the tyranids alive. Fans of the board game or the movie Aliens should love this one.



PUBLISHER	SYSTEM	THEME
Electronic Arts		Action/Strategy
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
August	1	CD-ROM / N/A

MASS DESTRUCTION



The gamer controls a souped-up tank that can obtain weapon and armor upgrade throughout the game. With 24 battlefields to play, Mass Destruction could prove to be what war without total strategy is all about. Some of the weapons players can choose from are cannons, machine guns, mines, flame throwers, smart bombs and guided missiles. The terrains range from an arctic tundra to barren deserts. The technology used in Mass Destruction includes a new polygon technology developed by NMS Software called Sprolygon. This way 2-D and 3-D graphics are integrated seamlessly. The camera pans and zooms depending upon where you are on the screen. Mass Destruction will cause explosions while allowing players to have fun.

SYSTEM	RELEASE DATE
	1st Qtr.
THEME	
Action	
PUBLISHER	SIZE
BMG Interactive	CD-ROM
PLAYERS	% DONE
1	N/A

MYSTERY 7 MANSIONS

The game has 3-D computer-rendered graphics, part of FMV, full-narration and digital sound. The game is broken up into seven mansions. They include: Spade Mansion, Mansion of the Dolls, Mansion of Hunting, Clock Mansion, Piano Mansion, Greek Mansion and the Main Mansion. Each mansion has a different look—anything from Western architecture to Japanese style. As the player ventures through the various mansions, the plot unfolds. The cast of characters includes Ippei Asuka—the main character. The object is to unwind the tangled web of mystery that surrounds the history of the Asuka family and to stop the greedy thugs.



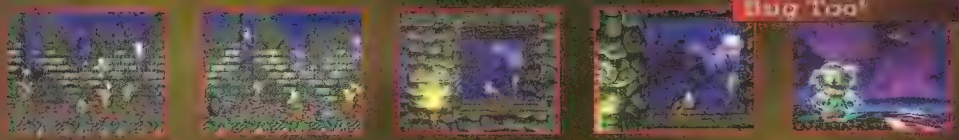
SYSTEM	RELEASE DATE
	4th Qtr.
THEME	
Adventure	
PUBLISHER	SIZE
Koei	CD-ROM
PLAYERS	% DONE
1	N/A

POLICENAUTS

Policenauts is a role-playing adventure geared from the same mold as the excellent and gory Snatcher, for Sega CD and TurboDuo cult classic. Just as in that game, Policenauts graphics are made up of animated scenes and characters—all of which are drawn in anime style. The game's story, which is set in the year 2040, is told through a combination of beautiful cinematic sequences and point-and-click gameplay. The player must rely on visual and audio clues and scrutinize what the game's characters say to make it through Policenauts mystery- and violence-riddled story. Fans of Japanese cartoons will definitely want to look into this anime-inspired adventure.



PUBLISHER	SYSTEM	THEME
Konami		Adventure
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1	CD-ROM / N/A



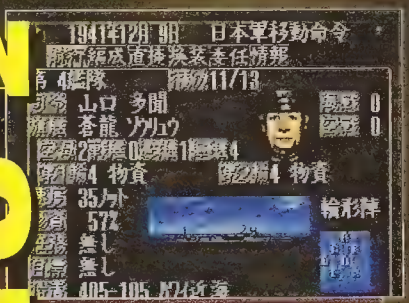
MAGIC THE GATHERING

The popular card game Magic the Gathering will soon have its own PlayStation game. Magic will take an interesting approach to its source material by turning it into a live-action war simulation. Players assume the role of a wizard who can summon monsters to do-in a rival wizard. The gameplay is similar to WarCraft with the nonstop action of monster bashing each other. A number of spell effects and creatures can be summoned for use, each looking like the card from which they are based. Magic players will like how close to the card game it really is. For example, monsters get summoning sickness. Abilities like Plainswalk and Mountainwalk can be used as well. Acclaim has a real hot license here. Magic fans get ready!



SYSTEM	RELEASE DATE
	4th Qtr
THEME	
Strategy	
PUBLISHER	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1 or 2	N/A

PTO 2



World War II fans get ready for the sequel to the Super NES war simulation, Pacific Theatre of Operations. Players can use planes, battleships, aircraft carriers and other machines of war to battle enemies from different countries. Pacific Theatre of Operations 2 looks to be a strong strategy title with hand-drawn graphics and plenty of options to control.

PUBLISHER	SYSTEM	THEME
Koei		Strategy
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
October	1 or 2	CD-ROM / N/A

WET CORPSE

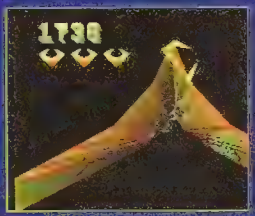
A futuristic walk into a strange world awaits gamers in Wet Corpse. With controls like Resident Evil, Wet Corpse begins in a weird lab with an operating table that no one would want to be on. The gritty look of the game makes it seem like a *Blade Runner* movie crossed with *Jacob's Ladder*. While you try to find what has happened—why you're dead but still alive—your character is constantly coming in contact with various obstacles and puzzles like police or creatures.

SYSTEM	RELEASE DATE
	4th Qtr.
THEME	
Adventure	
PUBLISHER	SIZE
Vic Tokai	CD-ROM
PLAYERS	% DONE
1	N/A



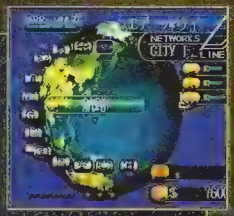
TEMPEST 2000

One of the most popular games to grace the Atari Jaguar will soon be heading to the Saturn. Tempest 2000 brings old-style gameplay and melds it with all-new vector graphics. You control a ship on one of several grids. You must destroy incoming enemy ships and collect the multitude of power-ups. Hidden areas and bonus levels await those players who are skilled enough to find them. This is a far cry from the original arcade game. Each level is faster and more furious than the last. Tempest 2000 instantly addicted players on the Jaguar with its high-intensity gameplay and radical sound.



PUBLISHER	SYSTEM	THEME
Interplay		Action
RELEASE DATE	PLAYERS	SIZE / % COMPLETE
4th Qtr.	1 or 2	CD-ROM / N/A

AEROBIZ 2000



Koei's business simulation series Aerobiz (Air Management in Japan) continues in its third installment Aerobiz 2000. Set to arrive on the Sega Saturn, the graphics and gameplay will be fine tuned. Seeing the Saturn's CD capabilities, full-motion video is used for cinemas. The game itself is relatively unchanged, but it will be made easier for the average player. The object of the game is to build up an airline from scratch and survive in the harrowing business world. Build planes, set up routes or go into a pricing war. Aerobiz 2000 puts the entire fate of the company in your hands. Up to four players can compete, or the CPU can control the opposition. The world map and cinemas have been updated with 32-Bit visuals.

SYSTEM	RELEASE DATE
	4th Qtr.
	THEME
	Strategy
PUBLISHER	SIZE
Koei	CD-ROM
PLAYERS	% DONE
1	N/A

DEAD OR ALIVE

Fans of Virtua Fighter 2 take note: Dead or Alive possesses the same type of crisp, ultra-smooth graphics that made Sega's fighter such a hit. Dead or Alive's developer, Tecmo, has licensed the use of the same graphics libraries that Sega used to create VF2's visuals. Dead or Alive therefore looks incredibly sharp, and its fighters are expected to move fluidly and with life-like realism. The game, which will also be released in the arcades, stars eight fighters from around the world, and they do battle in arenas surrounded by animated environments. Each fighter can do at least 12 moves, with many more secret attacks available.



PUBLISHER	SYSTEM	THEME
Tecmo		Fighter
RELEASE DATE / PLAYERS		SIZE / % COMPLETE
4th Qtr. / 1 or 2		CD-ROM / N/A

SHINING WISDOM CONTEST

Time Is MONEY

Find 100% of the items in Shining Wisdom in the quickest amount of time and you could be $10,000 richer. Check this spot for the top contenders each month.

HINTS



Enter as often as you wish, but only the single fastest time submitted by any one individual will be entered for final consideration. Limit one submission per game save. Duplicate game screens derived from the same save data source submitted by different individuals will be disqualified. Times and finish percentages gained by using software modification codes and/or hardware will be disqualified. Winner may be required to demonstrate skill used to gain winning time in order to claim grand prize. Entries must be received by November 1, 1996. All entries become property of Working Designs, Inc. And will not be acknowledged or returned. Working Designs, Inc. Assumes no responsibility for lost, mutilated, late, ineligible, incomplete, postage due, or misdirected entries. Unclaimed prizes will not be awarded. Limit one prize per family, organization, or household. 2. Prizes: One (1) Grand Prize: $10,000. Twenty five (25) First Prizes: One-year subscription to Electronic Gaming Monthly (Approximate retail value $60). One Hundred (100) Runner-up prizes: Shining Wisdom Poster (Approximate retail value $7). Winners will be determined on the basis of the fastest completion time amongst those entries with the highest completion ratio (as reported on the status screen sent as an entries requirement). Judges' decision to be made the week of November 4th, and winner will be notified by November 15th. All judges' decisions are final. Grand prize winner will be notified by Federal Express. Runner-up prize winners will be notified by mail. Results will be published in Electronic Gaming Monthly, as well as on Electronic Boutique's Internet Web page. No substitution of prizes is allowed, except at the discretion of Working Designs, Inc. Should one of the featured prizes become unavailable. 3. Eligibility: Contest open to residents of United States and Canada only. Non-compliance with the rules of the contest and/or the return of the prize notification will be grounds for disqualification. In the event of a disqualification, the Grand Prize will be awarded to the next available entry. In the event of a disqualification, First and Runner-up prizes will not be re-assigned. Winners of their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit of prize. By acceptance of prize winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of Working Designs, Ziff-Davis Publishing Company, SEGA Enterprises, Electronics Boutique and their affiliates are not eligible. Neither Working Designs, Ziff-Davis Publishing Company, SEGA Enterprises, Electronics Boutique are responsible for any damages, losses, or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prize(s) agree that all prize(s) are awarded on the condition that Working Designs, Inc., Ziff-Davis Publishing Company, SEGA Enterprises, Inc., Electronics Boutique and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses or damages of any kind resulting from acceptance, possession or use of the prize(s). Winner further acknowledges that Working Designs, Inc., nor any of the contest sponsors has/have made not is in any manner responsible or liable for any warranty, representation or guarantee expressed or implied in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition, or fitness. 4. List of Winners: For a list of winners, send a self-addressed stamped envelope to Shining Wisdom Winners c/o Working Designs, 18130 Clear Creek Road, Redding, CA 96001. Requests for winners must be received by Dec. 15, 1996. Allow four weeks for delivery of winners list. 5. Taxes: Winners are responsible for any federal, state and local regulations apply.

1. To enter: send a legible photograph or a video tape showing the final status summary screen (as depicted below) from the Sega Saturn RPG Shining Wisdom to: Shining Wisdom Contest c/o Working Designs, 18130 Clear Creek Road, Redding, CA 96001.

This contest is sponsored by Working Designs, Inc., Ziff-Davis Publishing Company, and Electronics Boutique. SEGA Enterprises, Ltd. is not involved in any way with this contest. Shining Wisdom, SEGA Saturn are trademarks of SEGA Enterprises, Ltd. ALL RIGHTS RESERVED. Electronic Gaming Monthly is a trademark of Ziff-Davis Publishing Company. Electronics Boutique is a registered trademark of Electronics Boutique, Inc.

"WE'VE JUST RAISED THE BAR"



KONAMI

KONAMI XXL SPORTS SERIES™



CONTEST

ON SALE NOW

Enter To Win!

1 Grand Prize Winner

1 Grand Prize Winner receives (1) Track and Field arcade game

What is the qualifying distance for the Discus Throw on the normal difficulty setting?

A)75 m
B)45m
C)55m

5 First Prize Winners

5 First Prize Winners will receive (1) Konami International Track and Field PlayStation game

What is the qualifying height for the pole vault on the easy difficulty setting?

A)3.5 m
B)5.0m
C)2.5m

10 Second Prize Winners

10 Second Prize Winners will receive (1) Official Konami Sport Series T-shirt

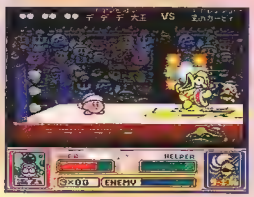
In what section of *EGM* would you find coverage of Konami's International Track and Field?

A)Review Crew
B)Letters to the Editor
C)Team EGM

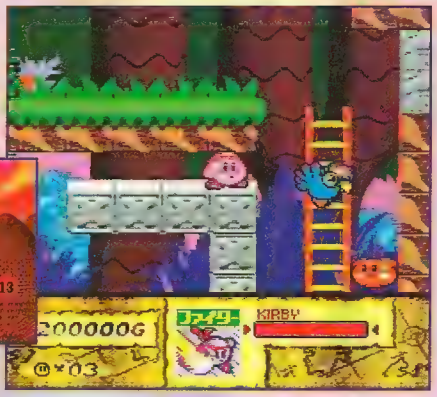
Contest Rules

1. **Purchase Necessary:** To enter, mail the entry form on a standard-size postcard containing name, address, phone number to International Track and Field Contest, Electronic Gaming Monthly, 1920 Highland Avenue, 2nd Floor, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. One entry per request only. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by August 1, 1996. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. The Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Only one prize per family, organization, or household.
2. **Prizes:** 1 Grand Prize Grand Prize Winner will receive one (1) Track and Field Arcade Game. Grand Prize has an approximate retail value of $1,000.00. 5 First Prizes: First Prize winners will receive one (1) Konami International Track and Field PlayStation Game. First Prize has an approximate retail value of $50.00. 10 Second Prizes: Second Prize winners will receive one (1) Konami Sports Series T-shirt. Second Prize has an approximate retail value of $10.00. Winners will be determined by a random drawing from all valid entries by Ziff-Davis Publishing Company, whose decisions are final. Drawing to be held on or about August 15, 1996. All prizes will be awarded. Prize winner will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of the Sponsors should the featured prize become unavailable.
3. **Odds of Winning:** The odds of winning will be determined by number of valid entries received.
4. **Eligibility:** Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt of forfeit prize. By acceptance of prize, Winner(s) agrees to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff-Davis Publishing Company, Konami (America) Inc. and their respective affiliates are not eligible. Neither Ziff-Davis Publishing Company, Konami (America) Inc. nor their affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize(s) agrees that all prize(s) are awarded on the condition that Ziff-Davis Publishing Company, and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Ziff-Davis Publishing Company has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee, express or implied, in fact or in law, relative to any prize, including but not limited to its quality, merchantability or fitness.
5. **Winners List:** For a list of winners send a self-addressed stamped envelope to International Track and Field Contest Winners, 1920 Highland Ave. 2nd Floor, Lombard, IL 60148. Requests for winners lists must be received by September 15, 1996. Allow 4 weeks for delivery of winners list.
6. **Restrictions:** Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. **Sponsors:** This contest is solely sponsored by Konami (America) Inc. Sony PlayStation is a trademark of Sony Computer Entertainment, Inc. International Track & Field is a trademark of Konami Co., Ltd. The Ring Logo is a registered trademark of Interactive Digital Software Association. Konami Sports Series is a trademark of Konami (America) Inc. Konami is a registered trademark of Konami Co., Ltd. ©1996 Konami (America) Inc. All Rights Reserved. Electronic Gaming Monthly is a trademark of Ziff-Davis Publishing Company. ©1996 Ziff-Davis Publishing Company. All Rights Reserved. Printed in U.S.A.

SUPER NES







KIRBY SUPER STAR™

Kirby Is What He Eats

Nintendo's Kirby is the renaissance man of video game characters. He has appeared in side-scrollers (Kirby's Dreamland 1 and 2), a puzzle game (Kirby's Avalanche), a pinball game, (the aptly named Kirby's Pinball Land), a Marble Madness-type title (Kirby's Dream Course) and even a Breakout clone (the new Kirby's Blockball).

Now Kirby's starring in his most ambitious game yet, Kirby Super Star, which drops the cloud-like Dream Land resident into not one, not two—but eight different games.

This title's first three games—Spring Breeze, Dyna Blade and The Great Cave Offensive—are all side-scrollers and ready to play as soon as you turn on your Super NES. You can access two other adventures, Revenge of the Meta Knight and Milky Way Wishes, once you beat at least two of the earlier games.

In Spring Breeze, Kirby leaps, runs and flies through four stages to snap up food stolen by the frog-like King Dedede, the game's Boss. Dyna Blade is similar, except this time Kirby treks through more varied levels to face Dyna Blade, a giant bird that has been tearing up Dream Land's crops. The Great Cave Offensive emphasizes exploration over action, with Kirby searching caves for 60 hidden treasures. In Revenge of the Meta Knight, Kirby has a limited amount of time to hop aboard and destroy a massive floating fortress. In Milky Way Wishes, the pinkish hero has to build up points to clear stages and finally restore peace to Dream World.

These six games mark Kirby's first stab at the side-scroller genre for Nintendo's aging 16-Bit system. However, they represent an extremely fresh attempt, because Kirby Super Star has been endowed with powers and abilities far beyond those of his past 8-Bit incarnations.

Kirby can still perform his trademark move—inhaling bad

> "Kirby's new abilities go way beyond what his digestive system can provide."



Kirby dons a different outfit for every new power he nabs.



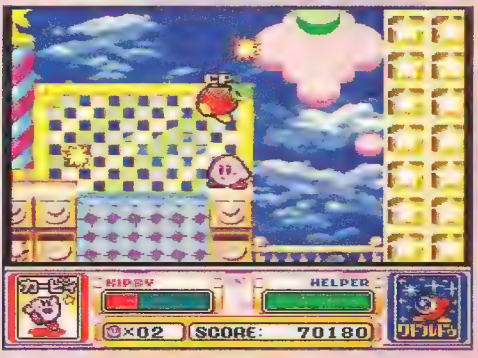
You'll need quick timing to dart through a door once you open it.

Gamer's Edge

Super Star's three mini-games—especially Megaton Punch and Samurai Kirby—test your timing and dexterity more than your adventuring skills. Megaton Punch is set up like the bonus round in Mortal Kombat. You have to pound on the Punch button three times—at specific intervals—to pull off a planet-splitting punch. First, slap the button when the red power meter is full. Then hit the button again when the two aiming crosshairs connect. Finally, slap the button a third time when the swinging pendulum is vertical. Time your taps right and you'll always out punch your opponent. Samurai Kirby is much simpler. Just make sure to wait until the signal is given to draw your weapon. Whip it out too soon and you lose. But if you pull it too late after the signal, you're dead meat.



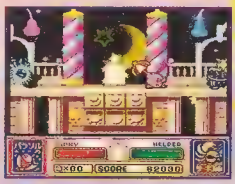
© & ™ Nintendo 1996



Nearly any enemy can become an ally in Super Star. Just swallow a bad guy, spit it out then watch it attack your opponents.



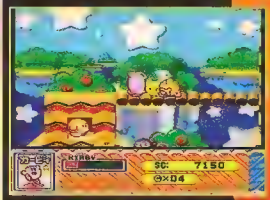




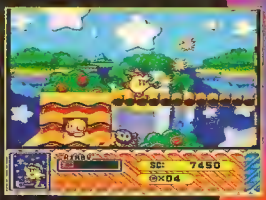
Umbrellas become deadly weapons in Kirby's fluffy hands.

Gamer's EDGE

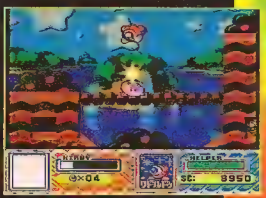
Kirby can do so many nifty tricks in Super Star that the game contains a tutorial to teach first-time players the Kirby basics. But Kirby's life ain't really that difficult. Before the pink hero can do anything special, he needs to suck in an enemy. Once the bad guy's lodged



in Kirby's mouth, you can press either down or the A button to get the enemy's power. Or, if you think you need some extra help, you



can press the A button again to spit the enemy back out as a helper, which a second player can control. Kirby can then swallow another enemy to nab a new power, turning him and his new partner into a nearly invincible tag team. You can power up



your buddy, too, and perform numerous other tricks—many of which are explained by the tutorial. Of course, you could always play the game and learn Kirby's moves through experimentation.

"A second player can join in and control regurgitated enemies..."

guys—but now he can swallow enemies and absorb their powers. There are as many powers in Super Star as there are enemies to eat. Depending on what Kirby swallows, he can use laser vision, swing a sword, shoot fire balls, blare out enemy-splitting screams, hurl umbrellas and wield a vast number of other powers.

But Kirby's new abilities go way beyond what his digestive system can provide. If you're tired of stuffing Kirby's iron stomach with enemies, he can spit them back out and make them his helpers. These butt-kicking slaves will stick by Kirby to the end, bashing any creatures that threaten his life. However, the helpers don't have to be mindless pawns of the computer; a second player can join in and control the regurgitated enemies, turning Super Star into one of the few simultaneous two-player Mario-type games.

Besides Super Star's five side-scrolling games, three mini-games—Gourmet Race, Megaton Punch and Samurai Kirby—are on tap to add to the title's lasting power. In Gourmet Race, Kirby cruises through three obstacle courses, racing against King Dedede while filling up on food. Megaton Punch, a game of careful timing, has Kirby and numerous opponents seeing who can knock the biggest whole in the ground. Samurai Kirby pits the hero in one-on-one duels against the game's Bosses. Whoever has the quickest draw wins.

However, these bonus games are just the icing on Super Star's cake. The title's other games, its huge selection of powers and its two-player capabilities will keep players busy for weeks and proud that they still own a Super NES. ■

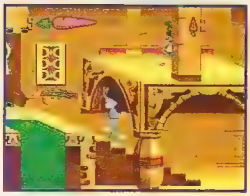


Most weapons unleash a super attack if you hold down the shoot button, then release it. Kirby knows a few special moves, too.

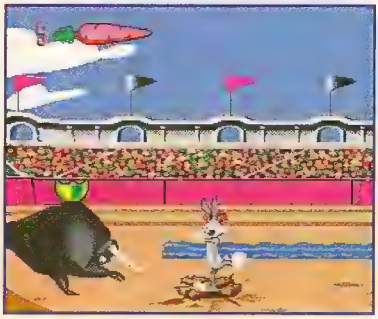
RELEASE DATE	DIFFICULTY
3rd Qtr. '96	Moderate
PUBLISHER	**PLAYERS**
Nintendo	1 or 2
SIZE	**THEME** / **DONE**
32-Meg	Action 85



GENESIS







BUGS BUNNY IN™ DOUBLE TROUBLE

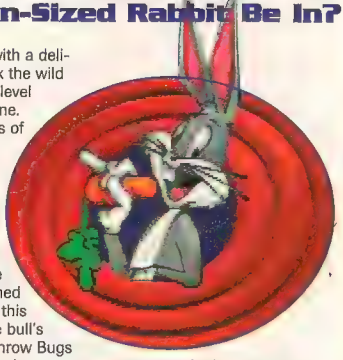
What Possible Trouble Could A Human-Sized Rabbit Be In?

Warner Bros.' popular, human-sized rodent with an unquenchable appetite for carrots comes to the Genesis in Sega's latest release: Double Trouble. Playing as our gray, three-toed friend, you venture through different stages, attempting to complete the tasks at hand which change from level to level.

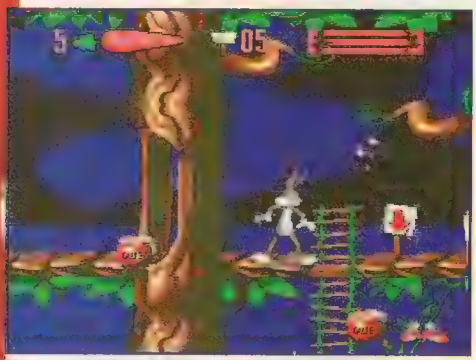
When you begin the game, you start at the Control Screen, which you use to get a clue as to what is expected of you in the next stage. This informative screen tells you what your goals are, but it does not tell you how to complete them.

The next step is to jump into the level called Duck Rabbit Duck and begin using your highly tuned skills as a rabbit-extraordinaire to tease Daffy into following you, so he will unknowingly spin all the signs to duck season instead of rabbit season. You have to keep just one step ahead of Daffy through the level so he doesn't hit you and cause you damage but yet get close enough so you don't lose him. It takes a player with a delicate touch to coax the wild duck through the level to get your job done.

After two stages of Daffy persuading, you advance to Bully For Bugs. This level starts with Bugs in the classic bullfight arena where your only danger above ground is the horned beast. The goal in this stage is to use the bull's kicking ability to throw Bugs high into the air, so he can grab one of the reappearing floating dynamite charges to destroy the boarded-up holes in the ground that are meant to prevent entrance. Once access to the lower mazes is gained, you are expected to find parts that will allow you to construct a trap. As you find each piece, they will no longer be flashing in the arena where



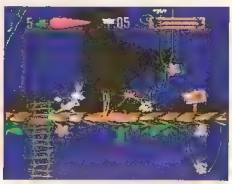
"...drawn in classic Warner Bros. style."



Use your quick-footed ability to stay ahead of Daffy in the trees. Daffy will most likely be separated from the rabbit on the ladders.



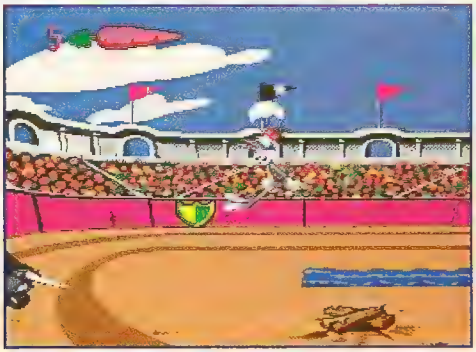
The Mission Briefing Screen tells Bugs what has to be done next.



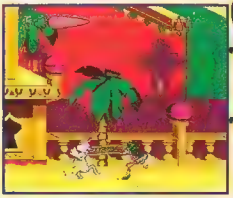
Use the glue in the tree tops to keep Daffy from moving far.

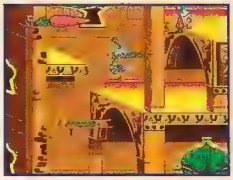
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Gamer's EDGE

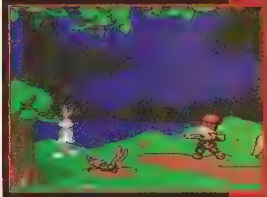


Guide the hovering explosive charges to fall on the barricaded hole entrances in order to open a path leading to the underworld.

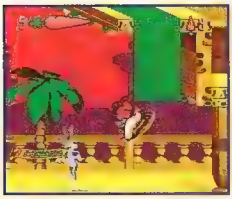




In this stage accurate jumping is a must to survive.



After you outwit the dumfounded bull and get underground, you can begin to assemble the explosive device by collecting the needed pieces. There are four holes in the arena you can go down to find the pieces. Within these caverns, you will find loose lions that need to be herded into their respective cages. Doing this will clear a path for Bugs to walk down with little risk of danger. Besides the lion threat, there are also



have added a twist that is all their own. In subsequent levels, you are required to ride on flying carpets or to lock up fierce lions by coordinating the use of switches among other daunting tasks. Another interesting feature is the way the level Bosses are destroyed.

Unlike other games where the Boss has to be attacked repeatedly to defeat him, Bugs Bunny forces the player to beat him strategically. Also, instead of just seeing the Boss wither and disappear when you defeat him, you are transcended to a cinematic cartoon clip drawn in classic Warner Bros. style showing the Boss being defeated by our hero.

Bugs Bunny takes the standard for action games and goes one step further. This visually appealing title gives players a great opportunity to struggle through many adverse levels and put their fast-action reflexes to the test. The game also entertains the player with great visuals and a gross amount of action.

A human-sized, wacky bunny has never been as much fun as he is now on the Genesis. Cartoon fanatics, be sure not to miss out on this cool game. It is a roller-coaster ride of a game! ■

"...cartoon fanatics, be sure not to miss out..."

they are displayed. This informs the player what is still needed to complete the level. Surely, the thrill behind a title like this are the multiple stages that comprise a much larger grand scheme of things.

Later levels incorporate the same unique challenge but



dangers in the floor that come in the form of timed traps and groping lion claws. These can be easily avoided by the gamer with the patience to watch carefully for them. Everything considered, your best chance to complete this stage is to stay alert, and to utilize all the items in the level to keep your health up and to give yourself a speed bonus when you need an added lift. After this, all you need to do is assemble the trap and advance on to the next stage in the game.

Gamer's Edge

Although the Arabian level may appear to be quite menacing at first, it is relatively easy to get through. The secret in this stage is to keep moving and use precision jumping to guide you over the dangers. The level is square in design, meaning there is a lot of running room and plenty of areas for vertical exploration.



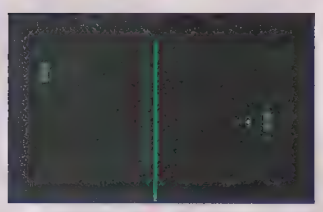
Use the flying carpets to give your gray friend a lift as well as help him across normally impassible chasms or other dangerous holes. The enemies in here are, of course, a constant danger but are in no way a match for the unforgiving level design that uses the natural obstacles to halt your advancement through the level.

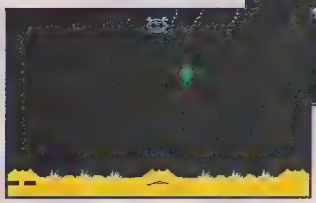
RELEASE DATE	DIFFICULTY
August	Adjustable
PUBLISHER	**PLAYERS**
Sega of America	1
SIZE	**THEME** / **DONE**
16-Meg	Action 80

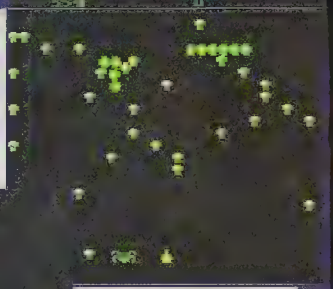




GENESIS







Arcade CLASSICS

Out With The Old And In With The...Well, Old

Now that video games have been around for two decades, today's teens and 20-some-things can sit around like old folks and reminisce about the "good ol' days" of video gaming.

But were those old days really that good?

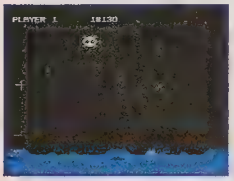
Sega's Arcade Classics answers that question.

On tap are Ultra Pong, one of the arcade industry's granddaddies; Missile Command, the circa-1980 stand-up that put the rollerball controller to its best use and Centipede, 1982's post-Space Invaders shooter.

While this trio of classic quarter-eaters may not be for everyone—namely, not for those too young to stomach a PG-13 movie—mature gamers will probably enjoy the opportunity to turn their Genesis systems into time machines.



If the Centipede gets behind you, you're insect food.



It's the end of the world as we know it, but I feel fine.

These games *will* take players back to the mall arcades of the early 1980s: All three games have been re-created on the Genesis in their full 8-Bit, four-color, under-30k glory.

But not satisfied with leaving the games in their mucho fun—albeit primitive—states, Sega has added features that make the trio more than just your father's arcade machines.

Each game can be played in a Sega-enhanced Mode, which pulls the three classics from the early '80s and places them firmly in the late '80s.

Ultra Pong still has players bouncing blips across the screen. Missile Command's rain of streaking nukes hasn't diminished in the years between the coin-op and Genesis incarnations. Plus, Centipede still keeps players' trigger fingers pounding away at garden-variety pests.

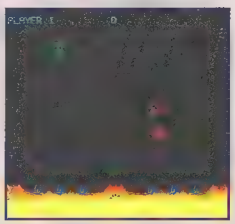
The enhancements add nothing to the classics' gameplay; rather, games are spiffed up with more colorful backgrounds and less mono-tonal sound effects.

Funny thing, though...the enhanced version of Ultra Pong is nearly identical to the classic version, with new sound effects being the only addition. Apparently, Sega figured that Ultra Pong had reached the pinnacle of its...er, Pongness, and any further graphic tinkering would only take away from the game.

Other enhancements include multiplayer options for Centipede and varying difficulty levels for all three.

However, the real draw of these games is not the fancy enhancements, but the memories the games evoke. Seeing the old games come to 16-Bit life will satisfy any gamer's appetite for video game nostalgia. ■

"...will satisfy any gamer's appetite for video game nostalgia."





RELEASE DATE	DIFFICULTY
July	Moderate
PUBLISHER	**PLAYERS**
Sega of America	1 or 2
SIZE	**THEME** / **% DONE**
8-Meg	Action 100

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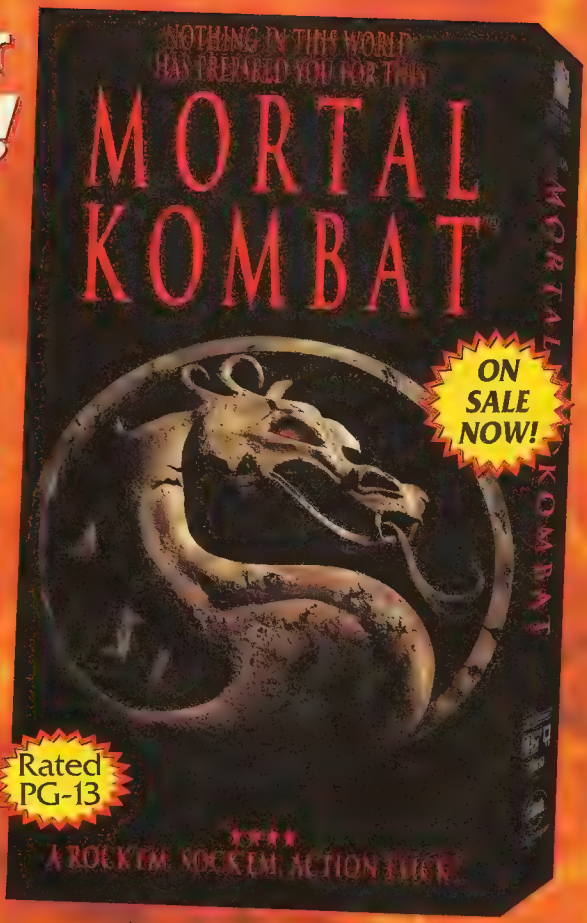
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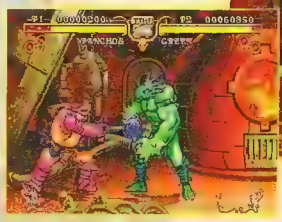
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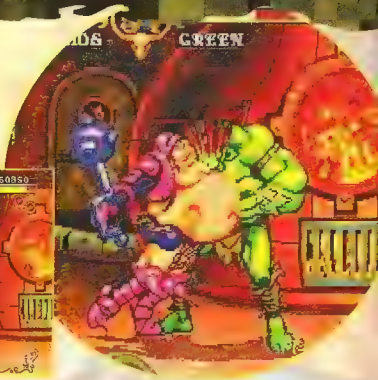
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SATURN







Golden Axe THE DUEL

The Axe Strikes Back!

Let's get one thing straight from the get-go: Yes, the games in Sega's hack-and-slash Golden Axe franchise were chock-full of fights, but no, they were not "fighting games." Sure, they let you wander through exciting places and beat up interesting people—but your opponents always attacked en masse, and your list of special moves wasn't especially long.

Golden Axe: The Duel, on the other hand, is a fighting game in the truest sense of the Street Fighter-inspired genre. In fact, the game plays nearly the same as Street Fighter II (and its pseudo sequels), with the Saturn's six-button joypad layout mimicking the familiar control setup of the SF2 stand-up.

Control similarities to other games aside, The Duel is 100 percent, grade-A Golden Axe. Several of the sword-swinging, axe-wielding stars of the original games appear in GA:TD, as well as a few new fighters who bring some variety to the contest.



Defeat Death Adder then face Golden Axe in the final fight.

Back again are the barbarian Kain Blade, the Red Sonja-like Milan Flare and the dwarfish warrior Gillius Thunderhead—the original trio of heroes who gamers guided through the Golden Axe arcade and Genesis games. You can also play as Death Adder, the towering villain of the originals, although he's not the game's final Boss.

To this list of classic combatants, Sega has added Jamm, a wild, fur-clad teenager with a wicked set of claws; Keel, an elf with an icy touch; Doc, The Duel's fastest, most versatile character; Greene, a Blanka-like giant who's brawny but slow; Panchos, an armored titan with a penchant for hurtling bombs and Zoma, a withered, old wizard who can turn you into a toad.

However, Zoma isn't the only character with the magic

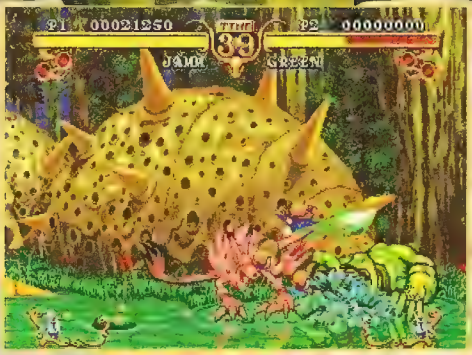


Here's Kain's fireball. Most of the characters' special attacks are visually impressive as well as physically devastating.

Gamer's Edge

Just as it was in the original Golden Axe games, magic is the key to victory in Golden Axe: The Duel. Although the game's magic attacks are different from the ones in the originals, they are still just as eye-popping. However, you can't conjure up any magic without first collecting potions. Make sure you beat the tar out of the tiresome, little gnomes every time they scurry across the screen, since they hurl out potions when they are abused. Collect five potions, hold down all three Punch or Kick buttons to activate your magic power, then try to pull off the magic-move combo before the 10-second timer runs out. Not every character's magic move is easy, but they are all worth the effort. A successful magic attack drains almost 50 percent of your opponent's stamina. This helps out in during those tight situations.





Many of the special attacks are similar to those in Street Fighter II. For instance, Jamm's Quick Kicks work just like Chun-Li's.

touch. The same little gnomes that populated Golden Axe and doled out magic potions (and food) appear in The Duel. If you knock the tiny guys around and collect enough potions from them, you can power up your fighter with magic for 10 seconds. Your power-up time is measured by a diminishing bar, similar to the one found in Street Fighter Alpha. While it's on the screen, you can try to pull off great power and wisdom.

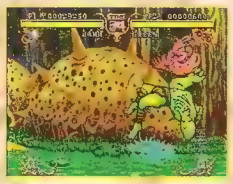
While much of The Duel's control interface and moves come from Street Fighter II, the graphics are modeled after SNK's Samurai Shodown games. The screen zooms in and out to show the distance between fighters, and in another nod to Samurai Shodown, combat in The Duel is weapon-based.

These weapons make for some bloody combat, too. The Duel's combatants may not gush blood Mortal Kombat-style when they're slashed, but they do lose a few pints of the red stuff every once in a while.

When you do take an axe to the head, you'll be glad to have a weapon with which to return the favor. As well when you're standing head to chest before Death Adder, you'll be glad you have more than your fists to swing. ■



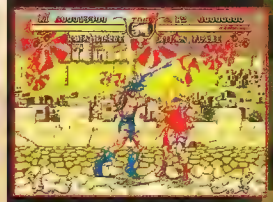
Look—a beast from Golden Axe! Too bad you can't ride it.



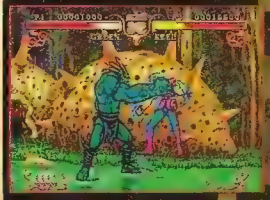
Behind The SCREENS



Video game characters never really die; they just get resurrected in sequels. In the case of The Duel, the old hero trio of Milan Flare, Kain Blade and Gillius Thunderhead came back to life with 32-Bit facelifts. Kain the barbarian and Gillius the dwarf look pretty much the same—albeit more detailed—as they did in the previous arcade and Genesis Golden Axe games. Even Death Adder's appearance—all armor and muscle—has remained largely unchanged.



However, something funny has happened to Milan Flare, the series' sword-swinging female, on her way to The Duel. She's still buff and scantily clad, but her new outfit and jewelry make her look more like a mall chick than a warrior princess. Death Adder has also returned, and fans of the originals will be happy to know he looks as huge and menacing as ever. Compare the look of the old Genesis games with Golden Axe: The Duel and see for yourself.

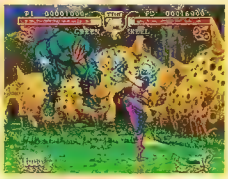


"The game plays nearly the same as Street Fighter II..."

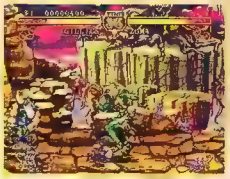
a difficult but graphically spectacular hyper move.

The screen-filling magic effects are reminiscent of the potion-spawned powers of previous Golden Axe games, but strangely enough, none of the original effects—such as Flare's Dragon Magic—have been duplicated in The Duel.

It's with your fighter's hyper and special moves (each character has about six) that you battle your way through the Golden Axe tournament to its final Boss, named Golden Axe—a formidable, hulking, armored foe who makes Death Adder look like a sissy. If you defeat him, you win the golden axe itself—a massive weapon that grants its bearer



Each fighter can fire off about six special moves.



Don't feel bad about abusing gnomes. You need their magic.



RELEASE DATE	DIFFICULTY
July	Moderate
PUBLISHER	**PLAYERS**
Sega of America	1 or 2
SIZE	**THEME**	**% DONE**
CD-ROM	Fighting	75



Alone in THE DARK

Keep Both Eyes Open For This One

Some mobsters are known to have people "sleep with the fishes" when they double cross them. This is especially true, but with a pirate touch, in Alone in the Dark: One-Eyed Jack's Revenge for the Saturn.

Alone in the Dark, which made its way to the 3DO from the PC, was the first to use the various camera angles and a polygonal main character which is similar to what games like Resident Evil use today. Now, Alone in the Dark for the Saturn will be released in its original style.

With a gangster and swashbuckler motif, AitD has a strange but interesting story line. The gamer will face dozens of characters, ranging from a midget chef to the peg-legged Jack himself, not to mention the weird creatures the player will face.

Based on Alone in the Dark 2 for the PC, the Saturn version has the same story with some enhanced graphics and cinemas.

Friends and foes in the game now have a texture-mapped look and some of the camera angles have new art. For instance, in the beginning of the game, the camera angle is from a second-story window. Whose arm is leaning on the sill? It's One-Eyed Jack! This small addition, which didn't appear in the PC version, makes the whole scene pretty eerie.

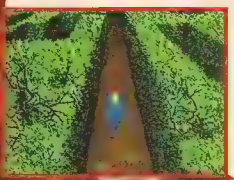
AitD isn't all action. As the gamer makes his/her way around—whether in the maze, in the house or in the pirate ship—the gamer will find dozens of puzzles to solve in between fighting gangsters and swabbies.

The inventory system of AitD is simple to understand: When a player finds an item, he/she can store it for later use. Generally, an item can be used, dropped or read.

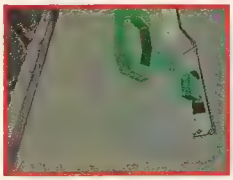
Since Alone in the Dark is new to the Sega Saturn, gamers who aren't familiar with the series will find plenty of mind-boggling puzzles to solve, enemies to battle and a strange, new world to explore. ■



Pick a card...any card. Find the right sequence to go on.







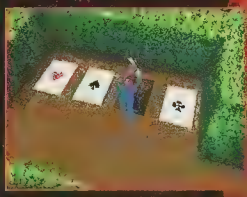
Cut scenes take over, drawing you deeper into the story.

RELEASE DATE	DIFFICULTY
July	Moderate
PUBLISHER	**PLAYERS**
T*HQ	1
SIZE	**THEME**	**DONE**
CD-ROM	Adventure	100

Behind The SCREENS

The editors of *EGM* got ahold of Jon Osborn, the producer of AitD2 from T*HQ. Here is what transpired.

EGM: *Was it exciting for you to work on Alone in the Dark for the Saturn knowing that it really set the standard for the multicamera angle, mystery-type game?*



JO: It was definitely a neat experience. I didn't have a large amount of time to play the PC version, but I enjoyed working on a game like this with the complex story line and interesting graphics.

EGM: *What technological enhancements does the Sega Saturn version have that earlier versions for the PC and 3DO didn't?*

JO: The main thing is the graphics. Since we were working with the Saturn, we were able to have a higher polygon rate, thus better-looking graphics. Also, the music is directly from the CD, unlike the PC version which only works through a sound card. Another nice enhancement are the cinemas. There are only three, but they are impressive. One of them is early in the game. I'd also say that the control is enhanced. The PC version took a little getting used, whereas the Saturn controller allows for easy maneuverability of your character.

EGM: *Where does this version fit in with the rest? Does it feature new levels or characters?*

JO: It is based on Alone in the Dark 2 for the PC. There are no new levels or characters, but if you have played the PC version, you will find some small changes with camera angles and still frames.

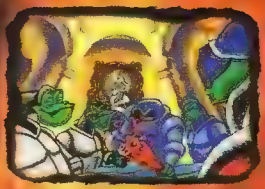
BLAZING DRAGONS

Where there's smoke, there's fire!

Cheech is at it again in Blazing Dragons - a twisted adventure from the warped mind of Monty Python trouper Terry Jones.

- A freakish mix of celebrity voice-overs - Cheech Marin, Harry Shearer and Terry Jones bring 43 lunatic characters to life.
- Maneuver through 50 scenes of mind-melting puzzles.
- Monty Pythonesque arcade action - including CAT-a-pult and dragon thumb wrestling.



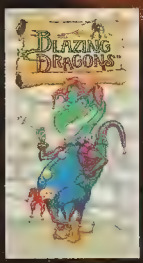




Give us your top 5 reasons why Cheech is Blazing again and you could win one of:

15 photos autographed by Cheech himself
25 copies of Blazing Dragons

contest ends september 30, 1996



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CRYSTAL DYNAMICS

To enter: Send your name, address and phone number in a stamped envelope and mail to: Crystal Dynamics BLAZING DRAGONS CONTEST, 64 Willow Place, Menlo Park, CA 94025. Entries must be received by September 30, 1996.

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SATURN







HYPER 3D PINBALL

It's Hyper, In A 3-D Sort Of Way

One sits and wonders why pinball machines are so big and costly. "Why," gamers ask, "do all of these great pinball arcade games have to be so huge and expensive?" That's where Hyper 3D Pinball comes into play.

Today gamers learn that they don't necessarily need to have the actual machine in their house to own a pinball game that comes close to the real thing.

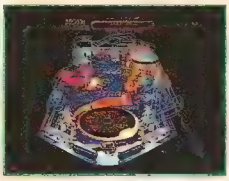
Virgin Interactive is offering this different type of game. Hyper 3D is the first rendered pinball game for the Saturn, and it could very well be a trend for the better.

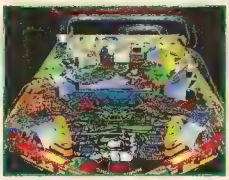


The boards' designs range from racing to horror themes.



One to four players can keep you on the edge of your bumper!





The 3-D view adds a touch of realism but is harder to play.

Hyper 3D Pinball features a sharp interface in many ways. For one, the Table Selection Screen is graphically sharp. These hi-res graphics are great to look at. It's nice to know that time was taken to make these graphics exceptional. Second, the game itself is sharp because of the easy-to-use controls and fast action.

With two options for the type of controller configuration, buttons can be arranged in a comfortable way for most gamers. There are two perspectives for the game: A top-down view allows the player to follow the ball as it bounces off of a wall or slopes down a ramp. The second view seems like the gamer is actually playing at the arcade, which makes the ball a little hard to see when it's close to the top of the table but still makes for a neat viewpoint. Both types of views feature hi-res imagery. The view that suits the player best of all depends on which view he/she enjoys more.

It's funny how the company can take a bulky, arcade pinball machine with all of its great looks and playability, and put it all on one CD. With all of the new compression techniques, this sort of technology should be commonplace.

Gamers will be shouting, "Hooray for the future," when they see Hyper 3D Pinball! ■

RELEASE DATE	DIFFICULTY
June	Moderate
PUBLISHER	**PLAYERS**
Virgin	1-4
SIZE	**THEME** / **% DONE**
CD-ROM	Pinball / 70

Behind The SCREENS

EGM talked to Chris Dudas and Norm Kams from Virgin Interactive Entertainment about Hyper 3D Pinball.

EGM: *What, in your opinion, makes Hyper 3D Pinball better than other pinball games out for the Saturn or PlayStation?*

VIE: Hyper 3D Pinball is the first pinball game to be done in a true 3-D environment, and as a result, it gives the game a very realistic feel.



That combined with the excellent ball physics, makes you feel like you're really playing pinball. Also, we spent a lot of time designing the tables so that the player has a lot to do. There are plenty of trick shots and hidden table features for the player to discover.

EGM: *Were any of the tables in the game ever actual arcade pinball machines? If not, why were the tables that were chosen used?*

VIE: None of the tables were ever arcade machines. Our designers wanted to use their creativity and bring fresh new ideas to the genre than try to re-create an existing table. Also, we'd rather have a table judged on its own merit rather than how close it is to the original.

EGM: *Why do some of the tables seem to have more 3-D animations than others?*

VIE: It was intentional. We didn't want to use FMV just to use FMV. This way we won't annoy the player with constant cinema sequences.





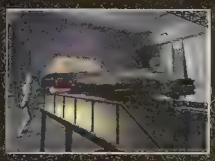
"★★★★ The mixture of video and computerized 3D animation is unparalleled...in all, another *Star Wars* triumph."
– USA TODAY

"...STUNNING..the finest game I've ever played."
– Multimedia World

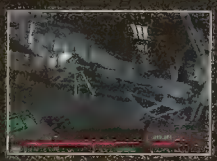
"...this sequel goes galaxies beyond the original..."
– Entertainment Weekly



STAR WARS REBEL ASSAULT II







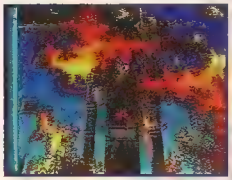


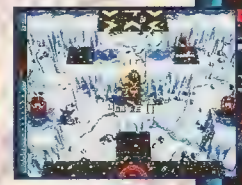
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PLAYSTATION







GRID RUNNER

Tag—You're Dead!

In space, no one can hear you scream, "Tag, you're it," but that hasn't kept Virgin Interactive from giving the popular playground game an interplanetary facelift with its soon-to-be-published Grid Runner.

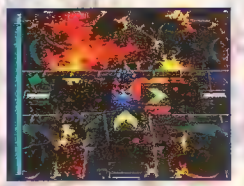
This multiplayer maze-fest takes tag, mixes it with capture the flag and launches this preschool combo into an outer-space setting. Each of the game's 48 levels is housed in a maze-like grid that floats above one of 16 planets.

It's within these twisting grids that you guide Axxel, Grid Runner's hero, who has landed in the clutches of an ill-tempered robowitch named Vorga. In One-player Mode, Axxel's goal is to streak through each grid and snatch a predetermined number of flags. Unfortunately, Vorga's collection of 16 bad guys—each one a half-man, half-animal freak—makes your flag-collecting duties difficult.

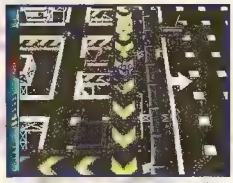
One of these opponents and numerous evil drones populate each level. If a bad guy catches up with and tags Axxel, the hero becomes "it."

Now the roles are reversed. Suddenly, it's Axxel's job to track down the bad guy—whose relative direction is pointed out by an arrow—and tag him. With you nipping at his heels, the opponent will go after flags and try to capture enough to win the level.

To make this game of constant chases even more complicated, Axxel and his pursuers can use a limited amount of magic power to slow or temporarily blow up



The 16 bonus levels break up the action, letting you collect power.



Head for an arrow platform when you need a burst of speed.

"The mazes also pack a pile of dirty tricks..."

Gamer's Edge

The best defense against becoming "it" in Grid Runner is to keep pounding away at your opponent with a strong offense, and magic powers are the most able means of thwarting the bad guys. Your simplest magic attacks are your blaster and land mine weapons. When your pursuer gets within range (i.e., you can see him on the screen), batter him with blaster fire; it will knock the bad guy on his buttocks, slowing his pursuit. If the enemy's right on your tail, let loose with land mines and watch him/her run head-on into your explosive trap. Be conservative, though—each blaster shot and mine saps your magic powers. If you still can't shake the bad guy, try using one of your more magic-expending super powers, such as teleporting or the slow bomb, which drains your pursuer's speed.





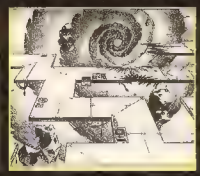
The pursuit really gets hot when two or more players compete.

RELEASE DATE	DIFFICULTY
October	Moderate
PUBLISHER	**PLAYERS**
Virgin	1 or 2
SIZE	**THEME** / **% DONE**
CD-ROM	Action / 60

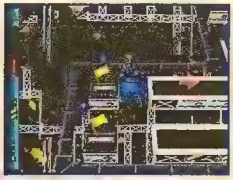
Behind The Screens

Although powerful 3-D-rendering software was used to build and animate Grid Runner's collection of creatures, the game's cast was originally born from a far more simpler device—the pen. Axxel, his opponents and all of Grid Runner's grids first came to 2-D life last summer, when Radical Software's artists sketched them on paper. A few creatures were even turned into tiny sculptures. Only when the sketches and sculptures were complete did the artists turn on their computers and render the images. The 3-D characters were then animated and turned loose to roam the game's grids. This technique of draw first, render later is standard practice in the game-development process. After all, developers need a concrete idea of what their creations will look like before they fire up the work-intensive, expensive rendering workstations.









Some flags can't be captured unless you build a bridge.

rendered in 3-D, texture-mapped graphics, and the look of each grid reflects the planet over which it is hovering. For instance, fog shrouds the grid above the gas giant, and the maze orbiting the frozen world is coated with sheets of ice.

But the real draw of Grid Runner, no doubt, won't be its slick graphics or even its action-packed One-player Mode. The game's Multiplayer Mode is its real star. Competing against a human opponent triples Grid Runner's fun level and places it in same neighborhood of party games where

"Competition against a human opponent triples Grid Runner's fun level."

opponents, teleport and boost running speed. Axxel's most important power, however, is his ability to build bridge segments over gaps in the grid—and this ability drains no magic.

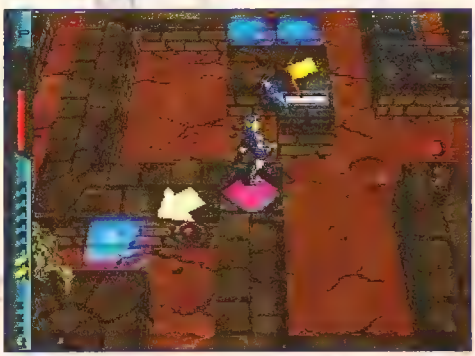
Magic power, which is measured by a meter on the screen's left side, can be replenished by collecting the energy balls that litter the grids. Axxel loses magic every time he stumbles into one of the guards that circle the flags or is caught in the shock wave of a roving, exploding drone.

The mind-bending mazes themselves also pack a pile of dirty tricks and obstacles. Some outlandish landmarks include arrow platforms, which shoot and bounce the player across the grid; teleport platforms; and cannon platforms, which launch Axxel to distant target platforms.

All of the mazes are only the likes of Super Bomberman 2 and Sony's recent NBA Shoot Out reside.

Grid Runner lets two players go at it in a Split-Screen Mode, and Link Cable owners can connect their PlayStations to set up a four-person tag tournament.

It's only when four human players are zipping after each other through the mazes that Grid Runner takes tag to the final frontier of fun. ■



Capturing the flags ain't as easy as it sounds. Each is guarded by a drone that will ram into and slow Axxel if he's not quick on his feet.





Behind The SCREENS

With development of Grid Runner in its final stages, *EGM* caught up with Stacy Hendrickson, the producer of the title at Virgin, and nabbed some inside information about the game.

EGM: Grid Runner is tinged with gameplay elements from Super Bomberman



and Pac-Man. Did you set out to usurp either of these classics?

SH: The original idea came from [Grid Runner's] developer, Radical Entertainment in Vancouver. They thought of this idea a decade ago, and they kept building on it. What we're trying to hit in general is not to jump into that two-player fighting game or sports game. We want to offer a fun, original alternative two-player game.

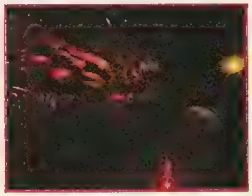
EGM: Since Grid Runner is at its heart a game of tag, what have you done to make the computer-controlled opponents worthy its or not-its?

SH: There's been a lot of work on the AI. The developer's working on creating special ways of using the different enemies' attributes to track you down. Each of the enemies will actually have a wrap-up of difficulties also, so as it gets harder and as you progress, he'll start to corner you a lot more, check where you're going, etc. Anytime he can put you in a certain range, he'll chase after you or use his magic a lot more.

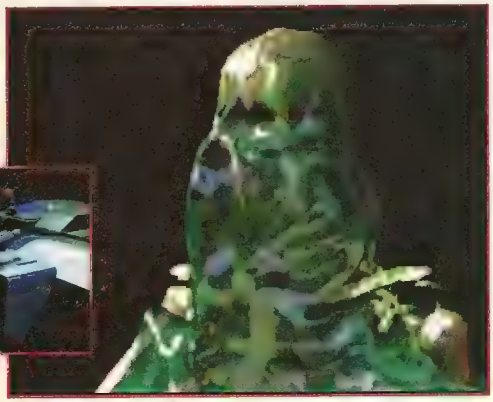
EGM: With computer opponents becoming more intelligent, do you think there's a market for other childhood games?

SH: I don't know. I don't think intentionally we ever said, "Hey, let's hit this toward a kids game." In a sense, everyone is kind of reliving their childhood—but taking it to a more strategic level.

PLAYSTATION







FADE TO BLACK

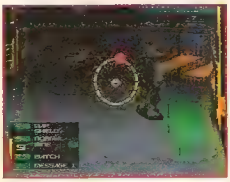
50 Years Have Passed...Nothing Has Changed

First there was Out of This World, then came Flashback and now players have the opportunity to try Delphine's third attempt, Fade to Black. FTB is an action-filled game that gives you total non-linear control over your adventure. Your mission is to break out of the penitentiary New-Alcatraz and avoid the minions (Morphs) that are tracking you down to kill you. Unlike the first two releases, this one incorporates more shooting action into the plot and less of the classic style of play.

This action still works well within the title, but it is completely different from what was previously known for specifically being a side-scrolling adventure with great cut scenes.

Some of the key features behind Fade to Black are the amazing texture-mapped levels which incorporate an advanced 3-D game engine in order to run the movie-like presentation. This style of gaming promotes the use of the dynamic camera angles that are included to make the playing experience more versatile. Within FtB, players can expect to find six huge levels to explore with many sub-levels and sub-missions in each. These lifelike stages make use of the various weaponry that are specialized for added firepower when you need it. There are also numerous high-tech gadgets to use in the stages. These allow you to get past a variety of stops and riddles that are there to halt your progress. Players can also marvel at the excellent cinemas that are shown as the story unfolds before, during and between levels as well as at key moments in the action.

Fade to Black is played in a unique third-person perspective with a free-roaming camera that automatically changes at key points in the game. This viewpoint also changes as you select a weapon. When a target is in range and the Square





It's better to run by these reappearing enemies than to fight.



This lever in Stage One allows access to the southern corridor.



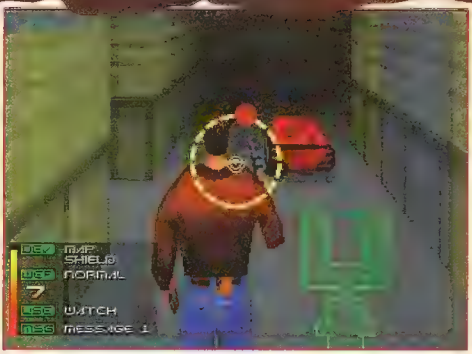
Gamer's Edge

As Conrad the hero from Flashback, you wake from a long cryogenic sleep to face the same alien enemies you battled 50 years ago. By now Morphs have taken over the solar system and are out to enslave the human race. As you begin the level you start in the cryogenic chamber where you receive your message from John. In the message, you are given instructions to reach the Infirmary on level two and acquire the radar scrambler there. The scrambler will then allow the two of you to escape without being detected by the prison security system. The action that follows depends on what you do next. The game is non-linear but you are still semi-restricted in the way you are directed to complete a certain action before you are allowed to proceed.



RELEASE DATE	DIFFICULTY
June	Adjustable
PUBLISHER	**PLAYERS**
Electronic Arts	1
SIZE	**THEME** / **DONE**
CD-ROM	Adventure 85

Behind The SCREENS



Although this NPC may appear to be an enemy at first, you can rest assured he is only there to help you progress in the stage.



Find these recharge stations to relieve your injured character.



You're given mission objectives when you begin Level One.







with minimal fuss, but many, however, don't go away for very long since they have the uncanny talent of constantly reappearing right in their original position. This is where the wise player learns where in the level it is better to turn tail and run rather than wasting time shooting the same enemy over and over again.

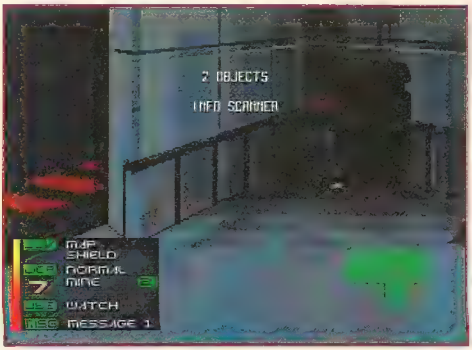
The rest of the levels in Fade to Black combine only small traces of a Flashback style of play in the title. The majority of the action can be compared to a demented version of Resident Evil with few hints of original play.

Although many players may not like Fade to Black because it is a different approach to a popular classic, others may revel at the thought of something new to sink their bloodthirsty teeth into. ■

"...others may revel at the thought of something new to sink their bloodthirsty teeth into."

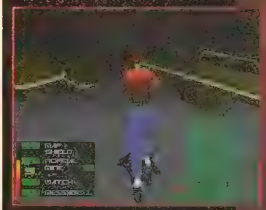
button is pressed, the view changes to a closer third-person (over the shoulder) perspective, allowing you to aim with precision at your targets.

The digitized sound in the title adds to the heart-pounding tension felt by the player during an adventure. Although the sound and the moderate action flow do liven up the playing experience, there is still a lonely feeling conveyed to the player as he/she searches through the desolate landscapes. Opposition in these stages is in the form of electronic security devices as well as the Morphs. All of the Morphs can be eliminated

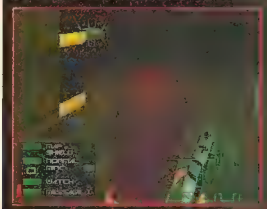


Remember to constantly restock your inventory by searching these strategically placed lockers for useful goods in the stages.

Fade to Black utilizes many areas and passageways that are separated by various sorts of doors and barrier-type objects. Many of these every day objects, however, don't open up with just a key or even a push. Most utilize floor pressure plates or access



panels to control their closing and locking mechanism. Some areas that use floor pressure plates are timed. This means that once you step on the plate in the floor you have to get to the opened door before it again closes. Many of these doors are timed, so you can't make it by leisurely walking to the desired place. In these situations, you



will need to run to give your character that added burst of speed he needs to get him through the closing door. Other mysterious places in the levels force you to use roaming machines to trigger various plates in the floor in order to let you past. The challenging part in these areas is that you have to find a way to coax the robotic device to get it to the desired switch. The most important tip to remember is to keep an open mind in any area you are in. There is always a way in to a desired place, and if it's not instantly apparent, just keep searching—it will come to you.

PLAYSTATION







Ironman and x-o manowar™ in HEAVY METAL

Two Big-Time Heroes Form A Powerful Alliance

Imagine a video game brawl fest so huge, it requires not one, but two comic book superheroes. Imagine no more: For the first time ever, Iron Man and X-O Manowar will join forces in this action game.

The plot pits the two main characters against Baron Zemo and Mistress Crescendo, two nefarious foes bent on recovering the Cosmic Cube—the most powerful object ever made by man.

This time, it's the video game players—not the comic book writers—who will determine whether the superheroes succeed in their mission. A player can go solo in the mission, or in Contra-like style, two players can play simultaneously.

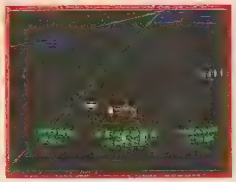
Fortunately, both superheroes enter the fray with much needed special abilities. Both have special jump jets that let players jump and float in mid-air. The heroes' powers include potent attacks, such as when Iron Man unleashes from his chest an energy beam as tall as he is (also impressive is the glowing lighting effect on the backgrounds when the ray goes off). For the most part, both characters have equal ability levels, so there's no apparent fighting advantage to picking one hero over another.

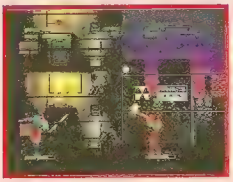
In addition, players can choose to shoot their enemies from afar, or beat them to a pulp up close through hand-to-hand combat.

Adding to the 3-D impact are polygon-drawn buildings and other structures such as power lines or towers blended into the backgrounds. As the players walk past these buildings, the building perspectives change correspondingly to create a more convincing 3-D environment.

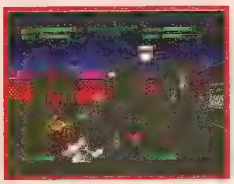
The special effects include sprite scaling, used prominently for some of the Boss characters—some take up a good third of the screen. To make the animation more fluid, Acclaim applied its motion-capture technology to create the movements for the main characters and some of the enemies.







In some areas the background is more of a force to be dealt with.





Strike fast and furious to take out this oversized opponent.

The game features more than 30 levels, ranging from forests to downtown city streets. In one stage, the characters must battle in the surrealistic realms of cyberspace. A few even have the heroes in flight instead of the standard walkaround stages. Some of the stages are vast, offering players wide areas to explore in all four directions at the start.

Other levels sport continuously moving screens that force the players to stay on the move or die, such as a Boss' fight sequence in which players must avoid a mechanical drill robot as it slides down a long, rocky pit.

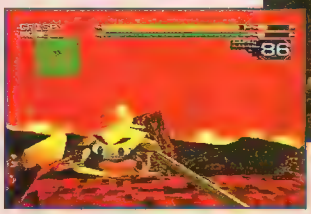
Sure, superhero games seem to come a dime a dozen to console machines, but this title has enough variety and graphic pizazz to push it above the standard superhero fare. It'll find a permanent place in your collection. ■

RELEASE DATE	DIFFICULTY
June	Moderate
PUBLISHER	**PLAYERS**
Acclaim	1 or 2
SIZE	**THEME** / **DONE**
CD-ROM	Action / 50

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PLAYSTATION





ROBO PIT

Armed And Dangerous

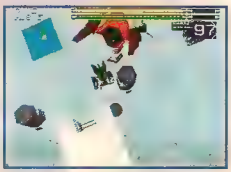
The Cold War may be over, but the arms race has just begun in T*HQ's new game of battling robots, Robo Pit.

RP pits you in one-on-one fights against 101 mechanized opponents whose arms are laden with various weapons. Defeat an enemy robot and you get to pick one of its appendages for use in future battles. Lose a fight, however, and say farewell to one of your own arms.

Dismemberment in RP is definitely bad! You'll need a large and varied collection of limbs to move up through the ranks of robot opponents to reach the number-one spot.

When you begin RP, you're stuck with a simple selection of weapon-tipped arms: a fist, a shield and a crossbow. But as you defeat enemies and nab their limbs, your collection of arms will become more deadly and exotic. You can snap on arms that launch missiles, arms that yank your opponent toward you Scorpion style, arms tipped with razor-sharp scythes and a variety of other wild and dangerous appendages.

RP lets you design the body of your robot, too. Equip your 'bot with spring feet for extra high jumps or give it a turbo-charged, wheeled torso for extra speed. A searing special attack, which comes online after you inflict a certain amount of damage to your opponent, is also included in your robot's list of standard equipment. Choose your body wisely, however, since you're stuck with the design once the battles begin.



RP's look is straight out of Jumping Flash!, with combat taking place in a small, texture-mapped arena. Like Flash, you can leap high above your opponent then pummel its head with your armored feet.

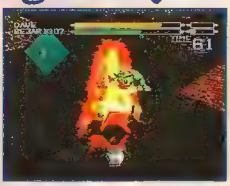
Be careful to look before you leap. Land out of the arena or in front of an enemy's attack, and you can kiss one of your arms goodbye.

This one looks like fun. Check out RP when it hits! ■

"...can kiss one of your arms goodbye."



As many as 30 arms can be snatched from beaten enemies.



Bash your enemy around enough and you can use a special attack.

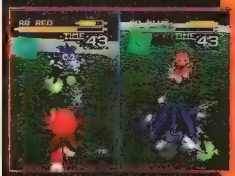
RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	PLAYERS
T*HQ	1 or 2
SIZE	THEME	% DONE
CD-ROM	Fighting	100

Behind The SCREENS

Jon Osborn, the producer for Robo Pit at T*HQ, spoke to *EGM* about the history and appeal of this new game of brawling robots.

*EGM: Did T*HQ develop Robo Pit, or did you nab the game from overseas?*

JO: It is a Japanese game developed by Altron of Japan, that we are bringing over to America. We thought it was a great game, and we thought it would do well over here, so we decided to bring it on over.

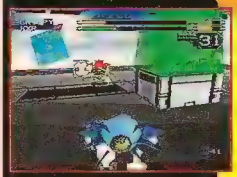


EGM: Store shelves are already flooded with various fighting games. What makes Robo Pit stand out from the other fighters?

JO: Beyond just having 30 different possible weapons you can choose from, you get to build your own robot. It's a constantly changing game if you choose it to be. You can have different types of movement and body armor. You never have the same game twice, unlike Street Fighter where you've got eight to 10 characters to choose from and they all have seven to eight moves.

EGM: Why were Robo Pit's robots created in a cutesy style rather than a hulking, Battletech-like mech style?

JO: Because it came from Japan, it went with the cutesy style. As far as I understand it, that's more of what they go for. Rather than have them totally redevelop the game graphically, we just went with that style, because you still get the gameplay and you still get all the actions therein.



OLYMPIC SOCCER

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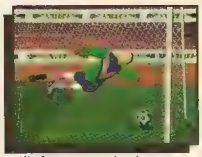
Blast bodacious banana shots.



Powerful polygon graphics add a whole new level of realism.

Make unbelievable saves.





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But if you can't beat the best in the world...

Pleeezz don't kick in the T.V.



Don't be left on the sidelines

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US GOLD SPORTS™

Team EGM

The Lineup

• PREVIEWS

VMX RACING (PLAYSTATION)
NCAA GAMEBREAKER (PLAYSTATION)
DESTRUCTION DERBY 2 (PLAYSTATION)
2XTREME (PLAYSTATION)
ANDRETTI RACING (PLAYSTATION)
3D BASEBALL (PLAYSTATION)
WORLD SERIES BASEBALL 2 (SATURN)
WAYNE GRETZKY HOCKEY (N64)
NHL '97 (PLAYSTATION)
WAVE RACE 64 (N64)
TECMO SUPER BOWL (SATURN)
WIPEOUT XL (PLAYSTATION)
WORLDWIDE SOCCER 2 (SATURN)

• BOX SCORE

POWERPLAY HOCKEY (PLAYSTATION)
TRIPLE PLAY BASEBALL '97 (PLAYSTATION)
INTL. TRACK AND FIELD (PLAYSTATION)
OLYMPIC SOCCER (PLAYSTATION)

Quick Shots

NEW SPORTS GAMES FROM E³ READY TO SHINE ON YOUR GAMING PLATFORMS













We've uncovered a bumper crop of great sports games. Above is a sampling of a few of the many titles that we have featured in this month's Team EGM E³ coverage.

The editors of Team EGM are running on fumes; nevertheless, we've put some numbers on the board this month with exclusive first-looks at games featured at E³ in Los Angeles, better known in sports gaming circles as the Super Bowl of gaming. Just think of Team EGM as the sports center for gaming enthusiasts. We've uncovered a number of great games—including our picks of the show.

The best sports game of E³ in our opinion was Sony's NCAA GameBreaker. That sweet game starts where NFL GameDay left off, but at the NCAA level.

The two kings of sports gaming will be fighting it out in the coming months to see who will be the King of the 32-Bit gaming hill. Sony will be in one corner with NFL GameDay '97 and EA Sports will be in the other corner with Madden '97. We've seen both games and they look great, but we'll have to get some quality trigger time in on both of these titles to see who will rule.

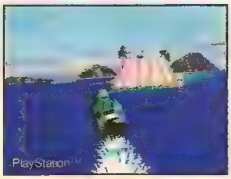
For all sports-gaming related developments, stick and stay and we'll keep you posted.

As for other notable games at this year's E³ spectacular, NHL '97 from EA Sports looked great for the PC, but it looked like it needed plenty of work for the Sony PlayStation. However, it was a very early version. Whatever the case is with that game, Virgin and Radical's NHL PowerPlay 96 will be the game to beat on the Saturn and the PlayStation. NHL FaceOff and Sony will have something to say about that, which only paves the way for more great 32-Bit rivalries to heat up.

We hope you enjoy our E³ wrap-up. It was tiring, but well worth it as you'll see!



Go off-road with Psygnosis' Monster Truck Rally for the PS.



Jet Moto from Sony is almost ready to make a big splash.



Williams is taking to the ice with Open Ice for the PlayStation.



It's almost post time as Tecmo's Thoroughbred Derby heads down the stretch for the Sony PlayStation.

VMX racing





Sega's Manx TT aside, motorcycle racing games rarely get their 15 minutes of fame, usually because of a lack of interest or lack of substance.

Which makes all the more amazing the debut of VMX Racing, when an early demo of the polygon-based game resulted in offers from other companies—including one competitor—interested in securing the rights to this title.

After glimpsing a preview of this game, it's not hard to understand why. The game's programmers completely rewrote the PlayStation's libraries to forge a sleeker, beefier 3-D graphics engine that can draw up to eight complex polygon motorcyclists plus hilly terrain with no hint of slowdown.

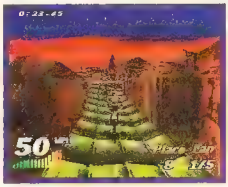
Plus, the game has a zooming feature to place you close or far from the biker. The graphics details catch nuances as subtle as the shock absorber spring and recoil on bumpy roads. The developers even got the help of a bike racing team to ensure the animation looked accurate.

If that doesn't sound impressive, then consider the game's two-player mode: a split-screen view (horizontal or vertical) that renders up to 16 cyclists and two half-screen terrains simultaneously.

The game has four bikers for players to choose from, each with his own story line and ending. In addition, the bikers have special moves—some secret, some too wild to imagine—that can be pulled off once they catch air such as a tabletop (when a biker shifts his bike to make it parallel to the ground). The bikes themselves can be customized to suit a cyclist's needs.

The game starts off with eight tracks to pick from and several race circuits to choose from. Each race begins and ends with special prerendered cinemas depending on the track and how well a player finishes.

In addition, the developers hint at loads of secret areas, hidden tracks and other easter eggs rarely found in most racing games. ■



In the desert, bikers must pass a bridge and jump over a chasm.





RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	**SIZE**
Playmates	CD-ROM
PLAYERS	**THEME**	**% DONE**
1 or 2	Motocross	75%

Realtime motocross racing action

Kickin' up mud with the boys of STUDIO e





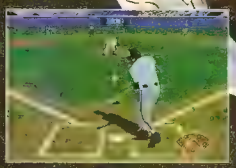
To make an accurate dirt bike sim, you must immerse yourself in the sport. Just ask VMX Racing's lead designer/producer Mike Cihak. He and the developers chalked up laps—and injuries—at a local track to get a feel for the biking scene. "Everybody fell down and ate some dirt," Cihak said, "but as a producer, its your job to take 10 guys who in the beginning don't (care) about motocross, and make them excited about it, understand it and then be able to simulate it perfectly." The left photo shows the team at the track (from L-R): animator Andy Szaflarski, lead programmer Scott Williamson, animator Mark Duncan, Saturn programmer Mike Lanasa, Studio e VP Joel Seider, Cihak and track owner Aaron Vincer. Above right, Seider re-creates a biker pose as Cihak looks on.

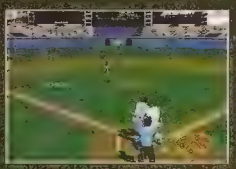
eXclusive INTERVIEW

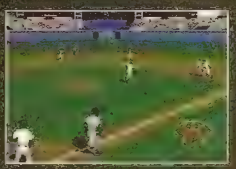
FACE to FACE

with FRANK THOMAS











Big Hurt Baseball

The Chicago White Sox's king of swing, Frank Thomas, is a huge video game buff. He is such a big-time gamer that he has a dozen pinball and arcade machines in his basement.

Of course, on the record, his favorite pinball game is Frank Thomas Pinball from Gottlieb, and his favorite console game is Frank Thomas Baseball from Acclaim. Still, he's been known to play a little Mortal Kombat and Pac-Man from time to time. The man is no stranger to console systems either: He owns a Super NES, Neo•Geo, Genesis, Saturn and a PlayStation. He intends on buying a Nintendo 64 as soon as it is released. Team EGM asked Thomas questions about baseball and his other interests:

Team EGM: Who's helped you the most in developing your powerful hitting style?
Thomas: I think it has been my ability to adapt to all the various coaches I've had throughout my career and apply bits and pieces of what they taught me to develop into a style all my own.

Who are the toughest pitchers to hit, and who throws the hardest?
The hardest pitchers for me to hit are sidearm guys; they give you something different. They don't throw over the top. It's more of a sideward guy who cuts down my visibility on picking up the ball. Randy Johnson is the hardest throwing pitcher in my book.

Do you think the strike permanently hurt the state of baseball with the fans, or do you think the negative stigma will fade away soon?
No, I don't think the strike permanently hurt the state of baseball. Too many fans enjoy the game and aren't willing to give it up. We might have dented the game, but we didn't do any permanent damage.

Who coined the nickname "Big Hurt?" How did you get the nickname, and do you like it?
Ken "Hawk" Harrelson, the television announcer for the White Sox, started calling me "Big Hurt" during my second or third year in the big leagues. He said I put a big hurt on the baseball and could hurt the opposing team. It's the first nickname I've had that I really like.

What's the best and worst thing about being a baseball celebrity?
The best thing is that you are recognized and welcomed everywhere you go. The worst thing is the lack of privacy and expectations that people want you to live up to.

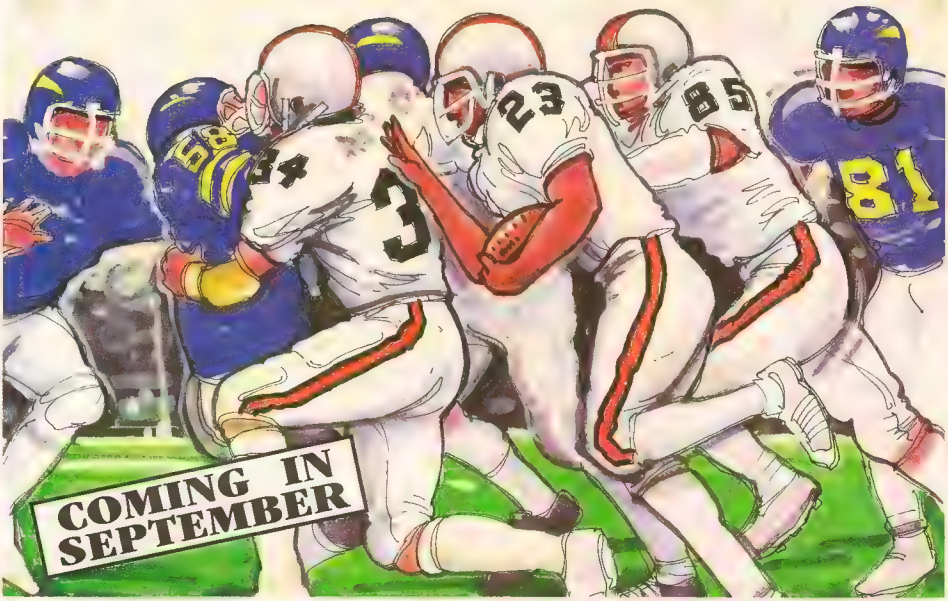
How much input did you have in the making of Acclaim's Big Hurt baseball products?
I had a few suggestions and they were taken.

Which types of sports video games do you enjoy playing most?
I like all sports games—baseball, basketball, football and golf. I like all brands and types.



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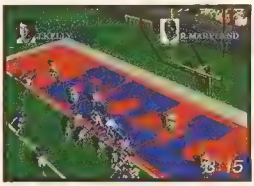
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GAMEBREAKER

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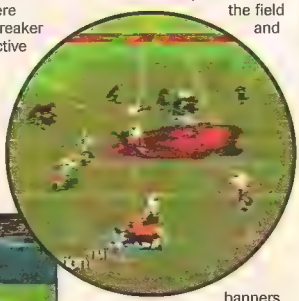
The top pick of the recent E³ show in Los Angeles, GameBreaker will rock your world. If you're a college football fan, get ready to suit your PlayStation up with one of the best college football simulations ever.

Team EGM editors were given a taste of GameBreaker at a recent Sony Interactive Gamer's Day at their headquarters in San Diego. So at E³ we were anxious to play this game.

GameBreaker has an NCAA license and features all 110 1-AA teams as well as the top Division 1-AA teams and all 10 conferences including the newly updated Western Athletic Conference and Big 12. Another nice touch is the addition of a number of Division 1-A bowl games like the Rose Bowl.



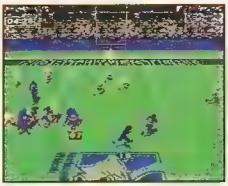
The player animations in GameBreaker are true to life and use the same motion-capture technology in the PlayStation's best-selling game and the best 32-Bit football game made to date: NFL GameDay. The game also features 3-D-rendered stadiums with each team's logos represented on the field and banners in the stands. One unique feature of the game are star players on each team who are big-play clutch-time players known as game breakers—those players who can change the game with one diving catch or one leaping catch.





RELEASE DATE	DIFFICULTY
3rd Qtr.	Moderate
PUBLISHER	**SIZE**
Sony Int.	CD-ROM
PLAYERS	**THEME**	**% DONE**
1 or 2	Football	N/A

Ohio State's Heisman Trophy Winner Eddie George is appropriately featured on the packaging. The game also features all of your favorite college football rivalries including the Notre Dame Fighting Irish, the Nebraska Cornhuskers and the Michigan Wolverines.



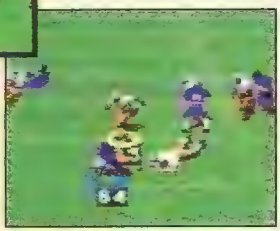
The college game allows you to run from a variety of formations.

This game will keep you busy throughout the college football season. There will be a number of contenders for the number-one ranking this college football season, but GameBreakers is our number-one draft choice coming out this season.

Whether you want to run your offense out of the wish-bone and lateral the ball as you are about to be tackled, this game seems to have all of the elements that die-hard college football fans enjoy.

It will be interesting when the season starts and other college games start to pop up on the gaming scene.

From where we sit right now, GameBreakers has raised the bar on gameplay and performance. It will be the game to beat this football season. ■



Plays, Plays and more Plays





With over 100 plays on offense and just as many on defense, you will have to be a student of the college game to put one over on the computer. The artificial intelligence of this game has been reworked from that of its football cousin used in NFL GameDay.

The AI has been improved and the playbook has been totally revamped to mirror the college game.

GameBreaker hasn't forgotten about statistics either. During a season, the computer will track stats for the top 100 players in several departments, including passing, rushing, QB sacks and interceptions.

Don't forget about music either. Sony went straight to a proven source—the University of Southern California marching band—to perform the fight songs of the nation's top football powerhouses.

All in all, GameBreaker seems poised to be a well-rounded package worthy of any college football fan.

The top college teams in the nation battle for No. 1

Psychopad K.O.



ad·dic·tive [ad' dik' tiv] adj. **1.** Any substance that causes or tends to cause addiction. **2.** A habit causing dependence or obsession. **3.** Psychopad K.O. the new HYPER Programmable 10 in 1 joystick for Sega, Nintendo and Nintendo featuring Slow Motion, Flip switch, 4 speed Autofire and programmability that will let you devastate the most awesome opponent with the push of a single button. Buy it or run home to Momma!

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Destruction Derby 2

If you can't find them, grind them!

The follow-up to one of the most intense racing games of 1995, Psygnosis' Destruction Derby 2 is smoking the tires once again and is taking to the track with speed.

Apart from the spectacular crash sequences comes the addition of some incredible new tracks. An improved racing model will feature an advanced 3-D engine along with some new banking sections in a new area entitled the open "Arena Bowl."



In this version, cars won't only collide causing smoke to billow from both vehicles, but this year the cars will actually flip over, roll and cartwheel their way down the tracks in spectacular fashion. This year there is even a pit area where drivers can repair damaged vehicles. Another awesome feature is the "Stunt Mode," where you can rig up your own dare-devil stunt to try to set up an incredible crash sequence.

This time around, flames, flying sparks and large pieces of debris fly through the air after each impact. It's time to get smashed up with Destruction Derby 2. ■



Smoke and flames will let you know you are out of the race.

Ready to Roll



Players can choose from four different racing styles this time around: Wreckin Racing, Stock Car Racing, Destruction Derby and Time Trials. You will also be able to join the Championship League and battle it out over a full racing season or take part in Tag Racing.

RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER	**SIZE**
Psygnosis	CD-ROM
PLAYERS	**THEME** / **% DONE**
1 or 2	Racing / N/A

TEAM EGM
PLAYSTATION

2Xtreme

Take it to the extreme!

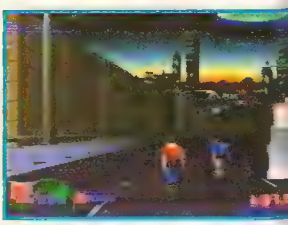
Sony is trying to take it to the next level with 2Xtreme. It's an intense combat racing game that allows one or two players to compete in highly detailed, 3-D-rendered environments. Gamers can choose to take part in inline skating events in Las Vegas, ride skateboards in Los Angeles or race mountain bikes in Africa. This year, not only are there different events, but in each event there are special moves that you can learn to execute. Various power-ups are hidden throughout each course, as well as hidden areas that you can try to find or can just stumble onto.



Each of the four locations in 2Xtreme have three different courses that build in difficulty.

The wide variety of power-ups provided to players include speed bursts, health points and improved jumping and leaping abilities.

Players will be able to find special keys that unlock secret passages, open paths to shortcuts or provide the player with control over traffic signals or other interactive background elements. ■



RELEASE DATE	DIFFICULTY
4th Qtr.	Moderate
PUBLISHER	**SIZE**
Sony Int.	CD-ROM
PLAYERS	**THEME** / **% DONE**
1 or 2	Multi / 75%



"...A WINNER!"

GameFan Magazine

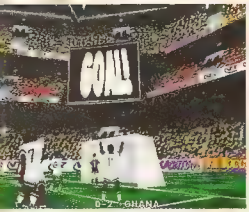
VR Soccer,™ the best selling soccer game.

Chart Track, 1996



"...VR's the game to beat–90 rating."

GameFan, 1996



"...better than FIFA '96–FACT!"

GamePro–UK

"...the best footie game–92% rating."

PC Zone–UK



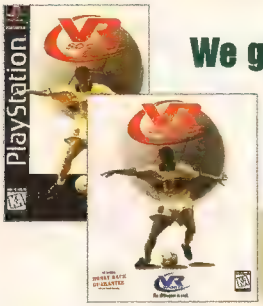
"...better than FIFA '96–91% rating."

PC Answers–UK

"...breakneck play–amazing graphics."

Cyber Sports, May/June 1996

Gamers who know soccer made VR Soccer #1.



We guarantee you'll dig it or your money back.

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The difference is real.™

CD ROM
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Gremlin

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VR Soccer '96 is being sold under the Actua Soccer brand name in most European markets.

VR SPORTS™

ANDRETTI RACING

GEARING UP

Join the entire Andretti family (Mario, Michael and Jeff) with an entire set of racing tips and never-before-seen interviews. You can even get pointers on how to improve your lap times from the best racing family to ever race.



Strap yourself in and get ready to go up through the gears. The Andretti family will provide expert racing tips and pointers to help you improve your times and capture the checkered flag.

Jeff Andretti serves as the in-game expert to help you improve your racing skills. Fox Sports anchorman James Brown introduces the racing action while Derek Daly and Bob Jenkins, the ABC Sports and ESPN racing broadcast team, offer up-to-the-minute race reports on the starting grid to the race results.



RELEASE DATE	DIFFICULTY
4th Qtr.	Moderate
PUBLISHER	**SIZE**
EA Sports	CD-ROM
PLAYERS	**THEME**	**% DONE**
1-4	Racing	N/A

You can go head to head in a Split-screen Mode or you can link up and go at it with up to four players. Twelve custom-designed courses await you on world-class street and oval tracks. If you lose control, you'll fly through the air as EA and the designers of the game have included dynamic car crashes where cars will flip and the parts will really fly.

You will take part in two different kinds of racing: Stock car and Indy Car action. You can take to any one of 16 different tracks including three licensed street tracks and one licensed oval track. You will also be able to race from any one of three different racing perspectives.

When this game comes out, we'll take you on a guided tour of the courses and give you some strategies on how to improve your lap times. ■



GO FOR THE CHECKERED FLAG!!!

3D BASEBALL

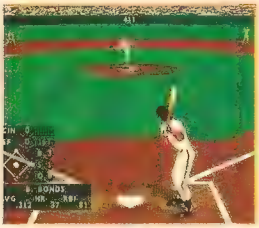


The perspectives include five user-controlled batting views.

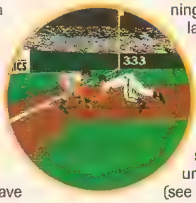
RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	**SIZE**
Crystal Dynamics	CD-ROM
PLAYERS	**THEME**	**% DONE**
1 or 2	Baseball	80%

While the existence of this game has long been known, Crystal Dynamics has only recently served up additional details regarding this title.

In addition to the 700 real MLB players, this game will also have stat tracking in more than 25 categories.



The expected exhibition and season modes are here; what's unique is a general manager mode that lets you trade players, modify stats and build your own squads from scratch.



Visually, the game's screens have been vastly changed from the high-res rendered "concept shots" seen in very early previews last year. The screens apparently show the actual 3-D engine up and running with detailed, large-sized polygon fielders. The player animation (derived from motion-capture sessions) looks very fluid at this stage, and in some cases, very unique in origin (see sidebar).

On the audio front, the game will boast more than 1,000 sound bites from Van Earl Wright, who will assume his role of Championship Sports commentator. ■

Take A Stance

No two batters stand alike: That's one maxim Crystal Dynamics will illustrate with this game by incorporating more than 50 motion-captured all-star batting styles in the box. The result: You'll be able to recognize who's at the plate just by watching that batter's stance and swinging motion.



Crystal Dynamics' ace warms up in the bullpen

Available now for the PlayStation™ game console

HARDBALL 5

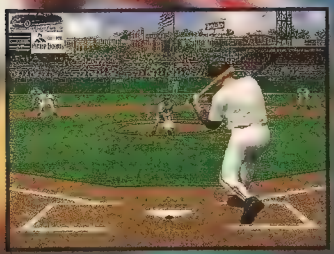
in a league by itself.

"Hardball 5's wealth of stats and options will deliver hours of fun."
Electronic Entertainment

"This year the action is better than ever."
Computer Gaming World

"The best baseball sim currently available!"
Electronic Entertainment

"★★★★★"
[illegible]



The all-time best-selling simulation of baseball! With a new, "closest-to-the-plate" camera view. You're twice as close to the action, with the largest strike zone in the game!



Our complete "stats construction set" instantly puts every stat and rating under the sun at your fingertips. Create unlimited custom stats displays for the ultimate managerial thrill!

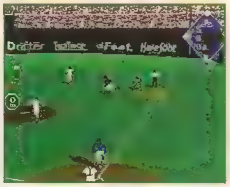
PlayStation PC-CD ROM

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WORLD SERIES BASEBALL 2

If the few complaints gamers had about Sega Sports' first World Series Baseball, one was the lack of venues to play in. The original offered only four stadiums, and while all looked brilliant, gamers have clamored for more.

Sega is answering that call and more with the sequel to its successful baseball game,



which will have the 24 missing MLB stadiums added on.

Along with the roster, team and statistics updates, WSB II will include revamped play-by-play commentary given during the game.

While the game's large batter's view remains intact, this title will sport five new camera angles, which include a "ball chase cam" that tracks its trajectory once hit. In addition, some player injuries can now take a player out for an entire season, and gamers will now have access to player drafts and expansion teams.

The remaining mystery is how the gameplay will improve in WSB II. But given the strength of the first WSB, Sega has little that needs fixing. ■

RELEASE DATE	DIFFICULTY
August	Moderate
PUBLISHER	**SIZE**
Sega	CD-ROM
PLAYERS	**THEME**	**% DONE**
1 or 2	Baseball	20%

Sega tries to top its baseball hit

Batter Up!

At the E³ show, the playability of World Series Baseball II remained limited to a rough version of the Home Run Derby Mode that revealed nothing about WSB II's features. A better indicator was a game shown alongside it called Greatest Nine '96—essentially the Japanese version of WSB II. Screen shots of this game are shown on the page. The game's graphics look just as good as those in the first WSB. Especially impressive was a long-running, fully prerendered animation intro to the game. Sega stated that the improved graphics and features in this Japanese game will be transferred in some form to WSB II.





Wayne Gretzky HOCKEY 64

Nintendo's last hockey game was done by Sculptured, and it was entitled NHL Stanley Cup Hockey. The game used a breakthrough rotoscoping technology and it was fairly well received. This time around Williams has acquired Time Warner Interactive and the rights to the greatest hockey name of our time. The player animations for this Nintendo 64 game were motion-captured using real NHL Players and a few stand-ins. Even the Great One himself Wayne Gretzky donned the motion sensors and his skating style was re-created using the patented process.

The N64 game will take hockey to the next level in terms of realtime 3-D. The game currently has an NHL Player's Association license. The game will utilize the N64's one- to four-player built-in capabilities. ■



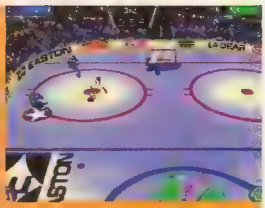
All of your favorite NHL Players will be included in this game.

RELEASE DATE	DIFFICULTY
4th Qtr.	Moderate
PUBLISHER	**SIZE**
Williams	64-Meg
PLAYERS	**THEME**	**% DONE**
1-4	Hockey	50%

He Shoots! He Scores!

GAME ON!

Williams already has Wayne Gretzky and a license for the NHL Player's Association that allows them to use the names and likenesses of the NHL's finest players. One thing that Williams is hoping to get is an NHL league license that will allow them to use the team names, logos and put those logos on the various ice surfaces around the league. Center ice will never be the same ~~again~~ with rendered 3-D logos of your favorite big-league teams. How about those Panthers!!!





NHL 97

EA Sports reveals 3-D engine

Bulging the Twine

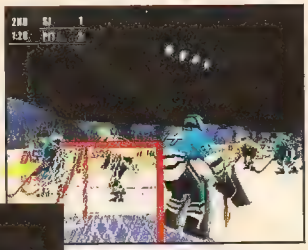
EA Sports is hoping to build on the success of its 16-Bit hockey franchises and step up the level of play to compete on the 32-Bit ice surface. Word on the street has it the game will feature fighting with the league average 1.8 fights per game included as part of the true hockey experience.



The EA Sports crew is getting ready to lace up the skates and head out onto the 32-Bit gaming ice. They are readying the zamboni and are hoping to sweep the competition.

They were showcasing their game behind closed doors at E³. The game is in its early stages. They are hoping to build on the recent success of NBA Live '96 for the PlayStation.

The PlayStation version will have three skill levels and a season, playoff and they are contemplating a shootout feature. Transaction options include trade and create player features as well as an elaborate Stanley Cup presentation complete with actual NHL post season awards being bestowed on the season's best players as well as the top scorer, goal leader, top defensive player and most sportsman-like player awards. ■





The game will once again feature an NHL Player's Association along with an NHL league license, so you can choose your favorite teams complete with their original rosters.



RELEASE DATE	DIFFICULTY
4th Qtr.	Moderate
PUBLISHER	**SIZE**
EA Sports	CD-ROM
PLAYERS	**THEME**	**% DONE**
1-4	Hockey	N/A

Wave Race 64

Combine the allure of motorcycle racing with the challenge of moving across a fluid, ever-changing race track, and this game stands as the end product.

The game has gone through changes since its preview last year at Shoshinkai. The racing boats have since been replaced by polygon riders on fast jet skis.





So why the new vehicles? It's possible that the change may have been made to give players a better sense of the game's physics, so they can gauge the severity of a turn by how much their drivers lean to one side. Another plus with the jet skis is that they give gamers a perspective closer to sea level—thus increasing that rushing sensation of skimming on water.

Players will get to choose between four types of races: The first places racers on a watery slalom course where you must bob and weave around cones. Other modes include a timed racing mode for one or two players via a split screen, as well as a two-player stunt mode that lets players perform jumps and other tricks. After races, players will get to upgrade their jet skis and get faster models. ■

RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHED	**SIZE**
Nintendo	64-Meg
PLAYERS	**THEME**	**% DONE**
1 or 2	Racing	75%

Make opponents eat your wake

In Total Control



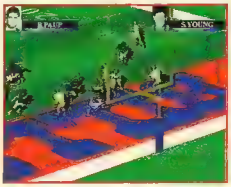
TECMO super bowl

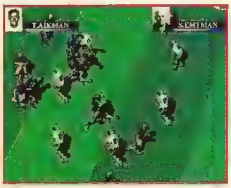
From eight-Bit to 16-Bit, and now to 32-Bit, Tecmo continues its NFL football tradition with a version for the Sega Saturn.

An early preview of the game revealed little about its playcalling features, but showed a polygon-graphics engine that provides enough detail to read jersey numbers off of players' backs. The game will have three different playing perspectives, including an overhead isometric view of the field.

According to Tecmo, the game will boast some extra control features for jumps, spin moves and pickoffs. Also, the game will let players build their own dream teams and offer unlimited player trades.

The series' main strength—easy multiplayer play—will continue, thanks to a special tournament mode. This game is also tentatively planned for the PlayStation as well. ■



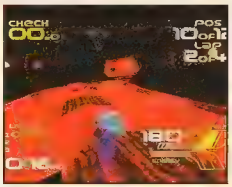


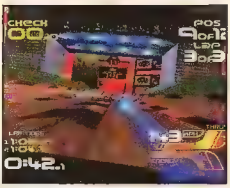
RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	**SIZE**
Tecmo	CD-ROM
PLAYERS	**THEME**	**% DONE**
1-8	Football	N/A

WIPEOUT XL

The sequel to the critically acclaimed WipeOut will blast onto the PlayStation this fall, and continues the visually rich standards set by the original.

WipeOut XL has new tracks and new vehicles. The roller-coaster style tracks and finely tuned control mechanisms have proved extremely popular. Besides the addition of some new tracks, other game enhancements include checkpoints and pit stops. This time, an energy bar has been implemented and unlike the first game, ships will be destroyed after too much collision damage. Computer enemies can be destroyed using a number of spectacular weapons including an earthquake-style ripple that moves at high speed along the race track. The game is very different and there are new techniques and other talents for you to master with XL. ■





RELEASE DATE	DIFFICULTY
4th Qtr.	Moderate
PUBLISHER	**SIZE**
Psygnosis	CD-ROM
PLAYERS	**THEME**	**% DONE**
1 or 2	Racing	50%

Worldwide SOCCER 2

The sequel to Sega Sports' first soccer title has arrived from Japan, which was better known in that country as Victory Goal 96.

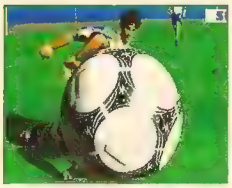
The U.S. version will feature some changes, the most notable being the Japanese pro teams replaced with 48 world-class squads.

The game's polygon-based engine provides four different views: sideline, end-to-end and isometric angles.

WWS 2 will have extensive team management features, such as creating and modifying team members. The players themselves have wide-ranging moves such as a speed burst, behind-the-leg kicks and touch-and-go passes.

In the Japanese version, commentators provided non-stop realtime play-by-play; it's unknown if the U.S. version will have similar commentary.

This game will support the Saturn's 6-Player Adapter. ■





RELEASE DATE	DIFFICULTY
September	Moderate
PUBLISHER	**SIZE**
Sega Sports	CD-ROM
PLAYERS	**THEME**	**% DONE**
1-4	Soccer	N/A

BOX SCORE

POWERPLAY HOCKEY 96 • PLAYSTATION • VIRGIN INTERACTIVE

Radical Entertainment has bulged the twine and raised the bar in terms of gameplay. The look of the game could have been improved upon, but the fundamentals of the game of hockey have all been included. The game is fun to play and the one-timers are easy to execute. Powerplay '96 has made it to the Stanley Cup finals of gaming.

Todd Mowatt: 8.0



The programmers had one thing on their minds: making Powerplay 96 the most realistic hockey game on your PS and other video platforms. The playability of the game is excellent. Precision player controls on skating, checking and other hockey moves set this game above the rest. Various angles of the rink follow the action instantly. One solid hockey game.

Dindo Perez: 8.0

TRIPLE PLAY BASEBALL 97 • PLAYSTATION • EA SPORTS

The opening sequence is awesome, but then again the opening sequence does not contribute to the gameplay. The frame rate in this game is a little suspect. Although the game is challenging and fun to play, the challenge may be too much for some. EA Sports has clearly stepped up to the 32-Bit baseball plate and has hit a solid double into the gap.

Todd Mowatt: 7.5



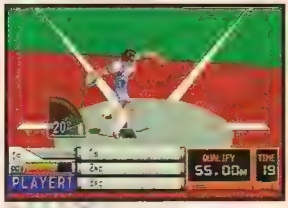
Graphically, you have great field vision and players are true to life. The frame rate could've been improved, making animations smoother—especially after hitting the ball. The gameplay is exceptionally well; you can play any position you desire. Devoted Triple Play fans should note that challenge has increased in the end, giving this game more replay value.

Dindo Perez: 8.0

INTERNATIONAL TRACK AND FIELD • PLAYSTATION • KONAMI

If you're not into the Olympic spirit quite yet and you enjoy track and field, Konami has won the silver medal with its foray into the wide world of Olympic sports. They don't have an official Olympics license, but the game has a good assortment of Olympic-style events and a strong graphic look that should satisfy die-hard track and field fanatics.

Todd Mowatt: 7.0



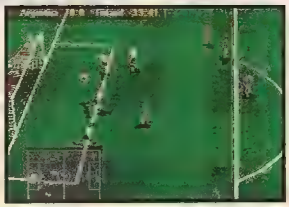
At first, Intl. Track & Field is fun, especially with four players at one time. After many hours of gameplay, the fun factor proves less exciting, and after beating the world records, your interest in the game will begin to die down. The dramatic views of the events do show the excitement of the game. Smooth animation helps too. To have fun, you need the multitap adapter.

Dindo Perez: 7.0

OLYMPIC SOCCER • PLAYSTATION • U.S. GOLD

Olympic Soccer has a decent look and feel. It's not the best soccer game I have ever played, but it has solid gameplay. The graphics are a little disappointing, but the announcer adds another level of excitement to the game. At times it's hard to direct the ball and the goaltenders are a little too good. But then again, you don't see too many big scores in soccer matches.

Todd Mowatt: 7.0



Despite not having excellent graphics, the easy playability has to be noted. Beginner players should not have a problem at the start of the game. One thing that may take time is kicking the ball at the goal, but that shouldn't be a chore after a few games. The sounds are fairly decent, as the live commentary sets the tone of the action up and down the field.

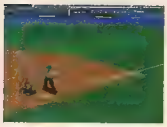
Dindo Perez: 7.0

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This is no ordinary ball game. MVP Baseball '96 is so real you're going to hear the crack of the bat! It was created by *BlueSky Software*,



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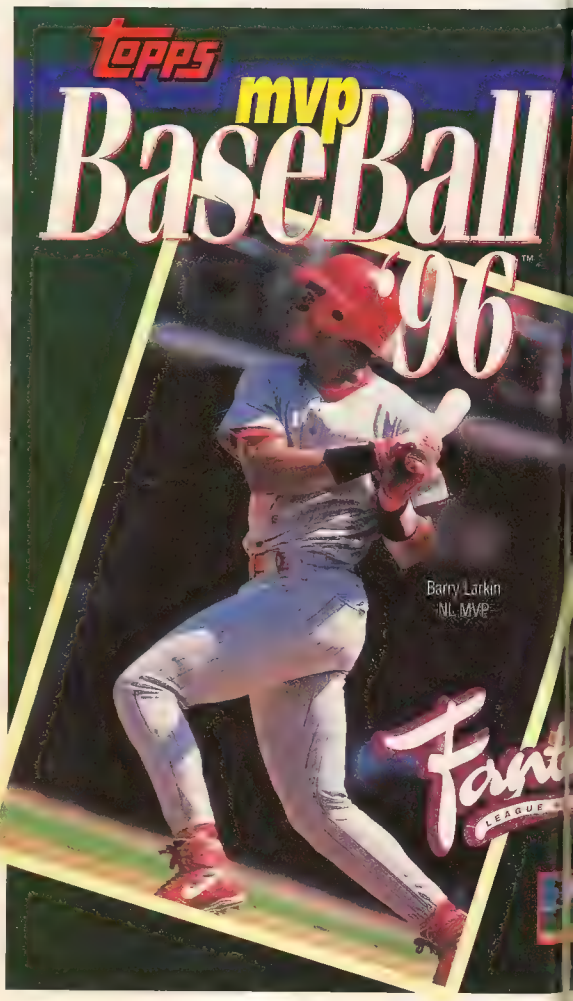
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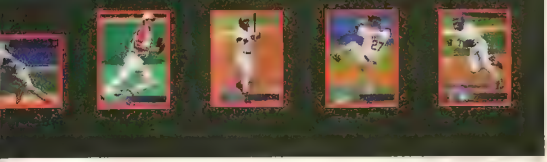
Todd Mowatt
Editor in Chief, Cyber Sports, May/June 1996

"BlueSky's proven baseball expertise positions MVP as an early favorite"

Paul Curtiss
Sports Editor, GamePro June 1996

"Everything I have seen points to MVP Baseball '96 being one of the most complete games of the year"

Mike Salmon
Sports Editor, GamePlayers May 1996



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More details to come.

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Letter of the MONTH

THE TROUBLE WITH GOING NUMBER ONE...

Dear *EGM*,

I heard some disturbing news. A lady was calling a radio talk show and announcing that she has a 14-year-old son that walked into a store and bought Primal Rage. Now the mother didn't mind the game until her son pulled off Chaos' finishing move where he urinates on you. Well, she didn't like that and made her son give it away. The mother on the radio said that now [the stores] had to quit selling it. They did it because she had a petition with Senator Bob Dole's signature. She said that it was an overly gruesome game, and kids shouldn't be playing it. She said kids shouldn't even be playing games where they are killing each other. You may think I'm getting a bit too personal, but my point is now stores on both sides of the small town I live in have stopped selling "violent" games such as the Mortal Kombats, Primal Rage and DarkStalkers because enough parents complained. However, I think it's dumb because now even the kids whose parents let them play those kinds of games can't buy and enjoy them.

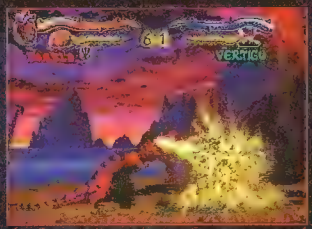
John Osman
Vernon, AZ

Earlier this year, because of the protests, Primal Rage was taken off the shelves of some prominent stores like Best Buy, Target and J.C. Penney. Tracy Egan, the PR director at Williams Entertainment (formerly Time Warner Interactive, the publishers of Primal Rage) states that her company is not too upset about the situation for a couple of reasons. First, the retailers are just as important to them as the consumers. If Primal Rage is raising the ire of the stores' customers, then Williams would rather those stores not sell the game than go through any protests or boycotts. Besides, the one game will not make or break the store. Second, Primal Rage has already passed its peak sale's cycle. Williams will not be greatly affected financially by all of this. Egan also stated that they are 100 percent compliant with the Entertainment Software Rating Board. Primal Rage was resubmitted for evaluation because of the protests but ended up keeping the same rating of Teen 13+ anyway. A company spokesperson for Best Buy told *EGM* that they will sell video games as long as they are rated properly. They did pull Primal Rage at first because they felt that the Teen 13+ rating was too forgiving. After the re-evaluation, every version of Primal Rage (except for the Genesis version) was put back on the shelves. Why is the Genesis Primal not being sold? No reason other than that is the version the mother specifically complained about. It doesn't make sense since most of the other versions contain the same gore and fatalities. Best Buy will sell the Genesis Primal if it is rerated Mature, which is unlikely given the other Primal's ratings of Teen 13+. This is the first and only incident where the Rating Board's assessment of Primal Rage was questioned. Remember, you can take an active role and voice your opinion on the whole situation. Let the stores know that your parents are willing to let you play those games. You also have another alternative: You can always buy the games you want through mail order (like from the companies that advertise at the back of *EGM*).



Congratulations John. You win an Acclaim Dual Turbo Joystick.

LETTER ART



The boys of Primal Rage are causing trouble again! See the Letter of the Month.

JUST WHAT DOES IT REALLY TAKE?

Dear *EGM*,

I've sent you guys tons of letters and have never seen one in your magazine! My question is, are there guidelines for the types of letters you publish? Do they have to be on certain topics?

Richard Conlan
kaige@ici.net

EGM gets thousands of letters each month. We do read them all, but it's obvious that we can't print them all! It's unfortunate, but that's the way it is. Here are some basic guidelines: Write legibly. Be brief and concise. Try to write about current events, but think up something new and original to talk about. Finally, flattery and begging will not increase your chances of getting your letter printed! It's all in the substance. By the way, we also cannot personally respond to the letters, even if you bribe us with an s.a.s.e. Sorry!

NO CAN DO

Dear *EGM*,

I'm an American living in Germany. The military stores over here are selling the PlayStation but not enough games (only three). The German stores are selling the German (PAL) version of the PS, and they have about 25 (PAL) games. I was wondering if the PAL's games can work on the U.S. version or is there any converters I can buy?

Andre Scott
Offenbach, Germany

Your answers are an unfortunate no and no. PAL and U.S./Japanese NTSC are incompatible because of different frequencies and frame rates. No converter is available as far as we know. Looks like you'll have to buy a German PlayStation!

POLYGONS ON N64

Dear *EGM*,

I was looking through issue #78, the one with all of the great pics of what's to come from the new N64. All of the graphics look great, but something was familiar about all of them, and it worried me. All of the graphics were polygonal, if that's a word. Polygons are not all we want to see. Are all of the games going to look this way or what?

Cedric Winfield
Beaumont, TX

Imagine for a sec that you are a game developer. If you want to make a game with realtime rendering (allowing the most realistic three-dimensional movement), then you'll have to draw your onscreen objects with texture-mapped polygons. The more polygons the machine you are programming for can push, the more realistic the objects will look. Technology is not at the point yet to render perfect-looking humans, although it won't be long (look at Virtua Fighter 3). In conclusion, you are seeing a lot of polygon-based video games because that's what consumers are demanding: realism in their video games.



Die Hard Trilogy shows that texture-mapped polygons add greatly to realism in gameplay.

FLASHBACK AGAIN

Dear *EGM*,

I was a big fan of the Flashback game for the Genesis awhile back. I finished the game too quickly, and it left me looking and hoping for a sequel. I'm wondering if and when there will ever be one.

Tom Hayd
Waukesha, WI

The sequel you are looking for is called Fade to Black. It's currently available for PCs, but Electronic Arts will be releasing the PlayStation conversion very soon. You will find, however, that it does not resemble Flashback very much. For the 2D look try games like Out of This World and Blackthorne. These might bring home more nostalgia for you.

FREE SYSTEM?

Dear *EGM*,

I really want a Sony PlayStation, but I don't have any money. My dad and mom said I have to earn my money. Please send me a PlayStation for free. I can tell other kids to buy *EGM* mags.

Jeremy Bushong
Wicomico, VA

Yeah, right.

IS THE SATURN THE NEXT 32X?

Dear *EGM*,

I'd like to know if the Saturn will last. I just bought one, and it's cool. However, Sega has a rep of screwing people by coming out with a lot of different systems and add-ons, losing interest then leaving us gamers with no new games.

Bart@iglou.com

Well, it sounds like you have a case of 32X-itis. Terry Tang, communications specialist for Sega, says that Sega does admit that the 32X was not one of their better ideas. Although it may have a niche market (a cheap 32-Bit upgrade alternative), it was released at a time when cartridges were losing popularity to the CD trend. Now the Saturn has surpassed the 32X in numbers sold. As of this writing, the numbers are (according to Sega): a U.S. installed base of 500,000 Saturns (over 4 million worldwide; it's expected to go up much higher after the recent price drop) vs. a U.S. installed base of 400,000 32Xs. Currently, there are over 70 games produced for the Saturn as opposed to 32X's 40. Only a very few third-party 32X games are going to be trickling out while Sega and third-party developers are heavily supporting the Saturn. Many developers are saying that the Saturn, although a complex machine, has a lot of potential. Sega says you have nothing to worry about, but of course, they are going to say that.

INTERFACE

The numbers, however, do show that the Saturn will stick around for the long run. Don't forget your security blanket in the new wave of killer apps, like Panzer Dragoon II and Virtua Fighter 3 (to be seen on the Saturn in '97). It's so hard to tell what the future of any system will be.

NO FOOLIN'

Dear *EGM*,

I may be a little late on this, but is the Return Fire game your April Fool's joke in the April issue? They have two different publishers according to the strategy guide and the Tricks of the Trade section.

Hector Squiabro
Hsquibr@uvi.edu

The Tricks section in *EGM* #81, page 51 is referring to the 3DO version which is developed by Silent Software and published by them as well (under the name of Prolific Software). Time Warner (who's now Williams Entertainment) liked the game so much that they decided to publish the PS version. Confused? In case you're wondering, a developer is who creates the game, and a publisher is who packages, ships and markets it. They can be the same company, but sometimes smaller developers will let larger companies with deeper pockets take on the costs of publishing their games in exchange for a piece of the profits. In some cases, a publisher can buy the rights for an entire game from a developer. See *EGM* #82 for some insight as to where your money goes when you buy a game.



Return Fire (3DO version shown): Who's the developer and who's the publisher?

ALL APOLOGIES

Dear *EGM*,

What the hell's wrong with your spelling guys?! Sakaru, Sakuru, and Sokaku? Can't you guys even mispell [sic] consistently?

Gundam3108@aol.com

Gundam is referring to our mistake in *EGM* #81 regarding the spelling of Sakura of Street Fighter Alpha 2. In an effort to bring you the most up-to-date information (notice that we were the first magazine to give you in-depth coverage of SFA2), we sometimes have to squeeze stuff in at the last minute. Life on the edge can be tough sometimes. Nonetheless, we regret this error.

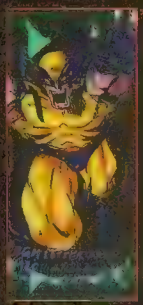
Unbeknownst to the Review Crew at the time, the game X-Perts (for the Sega Genesis), which was reviewed last month, was an incomplete version. In order to give X-Perts a completely fair evaluation, the Review Crew will re-review X-Perts when *EGM* receives a complete version of the game.

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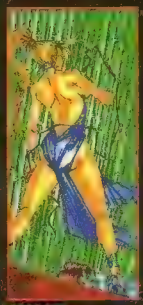
York Langley
Schenectady, NY



Wilfredo Sanchez
Lemon Grove, CA



Darryl Menor
Long Island City, NY



Jeff Hua
Hacienda Hts., CA





Christine Pallette • San Gabriel, CA

WINNER!

This month's winner was brought to us by Joseph Brutus from Delray Beach, Fla. Great job, Joseph. Your prize is on its way—an ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.



WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

PANDEMONIUM



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Atari Jaguar. Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment. 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					
		E				
P	I	N	C	H		W
	R					
S						

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK.....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

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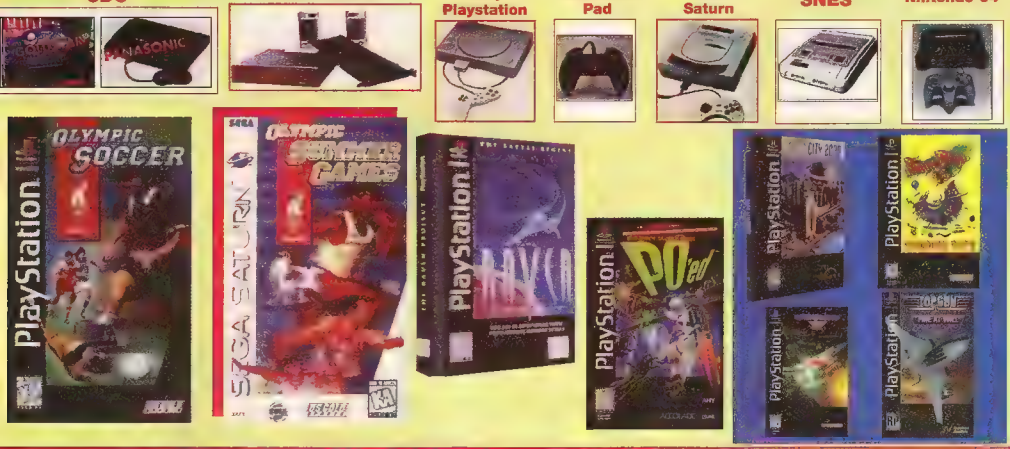
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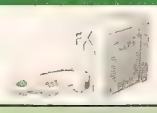
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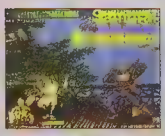
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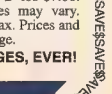
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